

DIPLOMACY WORLD

preliminary announcement

\$25,000

National Diplomacy Championship

August 22-24, 1980

Silver Shamrock Casino

Las Vegas Nevada

Seven finalists will compete for \$25,000 cash and the title of National Diplomacy Champion at the Silver Shamrock this coming August. Win or lose, each finalist will receive an all expense trip to Las Vegas (including delux accomodations at the Silver Shamrock) to compete in the finals. You could be one of these seven finalists—read on:

The championship game will be comprised of six regional champions (plus one at-large candidate), who will qualify by winning regional tournaments. Regional tournaments will be held at San Francisco, Los Angeles, Houston, Milwaukee, New York and Virginia Beach. The at-large slot (region 7) will be awarded by a random drawing of all eligible candidates. Eligibility for region 7 is provided to any person who resides farther than 175 miles from one of the six regional tournaments.

The National Championship Game, itself, will be conducted in a new and unusual manner:

- (1.) Each finalist will be housed in a delux suite at the Silver Shamrock. He may elect to have one other person with him as an advisor.
- (2.) All diplomacy will be conducted with the other finalists via the house phones.
- (3.) Moves will be entered via a HP-80 computer terminal in his room and all adjudications will be received via it.
- (4.) The game will be played until the bitter end; an 18 supply center victory criteria, or a fully agreed draw.
- (5.) In the event of a draw, the \$25,000 prize money will be distributed equally to the cowinners. Draws involving more than three players are not allowed.
- (6.) The Silver Shamrock will conduct paramutual wagering on this event and Nevada State Gaming Laws, where applicable, will supercede any provisions of the above.
- (7.) Coverage by ABC (Wide World of Sports) is anticipated.

Spring 1980

Issue 25

\$1.50



Nimrod Game Development, Ltd. proudly announces the publication of Allan B. Calhamer's *Surigao Strait*, a fast-moving card game for two recreating the Second World War sea battle. This balanced mini-game for two can be played in 15 minutes. \$2.50

Nimrod also publishes Albert A. Nofi's *Knights & Knaves*, a game for four or more players based on a High Middle Ages Empire. The game is divided into a basic section which can be quickly learned and fourteen optional rules covering such matters as usurpation, plague, tax-gouging, and mutiny. \$10.00

Coming from Nimrod in October: Gregory Costikyan's *Peace in Our Time*, covering Europe during the late 1930s and 1940s. Advance orders will be taken at \$10 a copy.

If you cannot find Nimrod Games at your local hobby store, you can order them directly from Nimrod. Write:

Dept. F
Nimrod Game Development, Ltd.
556 Green Place
Woodmere, NY 11598

Inside...

PUBLISHING PITFALLS - Jerry Van Alkemade.....	4
As seen through the players eyes	
DIPLOMACY PLAYERS ASSOCIATION - Jerry Jones.....	5
A voice for the silent majority	
THE McKENJO OPENING - Steve McLendon.....	6
The first in a series of Diplomacy openings	
PARIS IN THE FALL - Frederick Townsend.....	7
A test of your tactical skills	
NORTH AMERICAN DIPLOMACY FEDERATION - Rod Walker.....	9
The custodians get together to clean up the hobby	
CHARTER OF THE DIPCON SOCIETY - Rod Walker.....	11
An insight to site selection	
POSTAL DIPLOMACY WINNERS.....	14
Postal game winners of the last two months	
DW DEMONSTRATION GAME - 1978IM...Commentary by Randolph Smyth...Gamemaster: Eric Verheiden.....	15
The blood bath continues	
THE VOICE OF GUD - Elmer Hinton.....	17
Some insights for Novices	
CONQUEST OF THE NEW WORLD - Lew Pulsipher.....	19
A variant game in the Western Hemisphere	
DIPLOMACY WORLD VARIANTS POLL - Lew Pulsipher.....	22
A few questions for you to answer	
SOME OLD-TIME VARIANTS - Lew Pulsipher.....	23
Some more variants that you can purchase	
WHEN YOU DON'T HAVE SEVEN - Roger J. Cooper	24
Ways to play Diplomacy without forcing your sister to play	
ALTERNATIVES CONTEST - Lew Pulsipher.....	25
Want to design a variant?	
GOING ALLAN CALHAMER ONE BETTER - Dave White.....	26
Or some additional rules and laws of Diplomacy	
DIPLOMACY WORLD INDEX - Rod Walker.....	27
Part 2	
COMPUTERIZED DIPLOMACY - David Dyer.....	31
A case of severe over byte	
ZINE SAMPLE SERVICE - Mark Berch.....	32
A proposal	
MARK'S MUTTERINGS - Mark Berch.....	32
Mutterings by Mark	
POSTAL TIPS - Jerry Jones.....	33
Is 10% enough of a tip to give the mailman?	
MAIL POUCH.....	34
KEEPING IN TOUCH.....	36

Publisher, Editor and Cheap typist.....	Jerry H. Jones
Co-Editor.....	Mark Berch
Art Editor.....	Suzie Taylor
Need A Game Editor (Regular).....	Lee Kendter Sr
Need A Game Editor (Variant).....	Robert Sacks
Variant Rules Editor.....	Lew Pulsipher
Demo Gamemaster.....	Eric Verheiden
Demo Game Commentator.....	Randolph Smyth

DIPLOMACY WORLD is a quarterly magazine dealing with the game of Diplomacy*. The subscription rate is \$5.00 per year (four issues) in the U.S.A., \$6.00 elsewhere. Anyone wishing to receive DIPLOMACY WORLD by airmail should add \$3.00 per year. Address subscription orders to Jerry Jones, 1854 Wagner Street, Pasadena, California 91107 U.S.A.

*"Diplomacy" is a registered trademark for a game invented by Allan Calhamer and owned by Avalon Hill Game Company, 4157 Harford Road, Baltimore, Maryland 21236 U.S.A. Price for the game is \$15.00 plus postage.

Article contributions to be included in the next issue of DIPLOMACY WORLD should be mailed to Jerry Jones (address above) and mailed in time to be received by August 31st.

Publishing Pitfalls

AS SEEN THROUGH THE PLAYER'S EYES

JERRY VAN ALKEMADE

Since I caught the Postal Diplomacy bug at GENCON '78 at the Univ. of Wisconsin-Parkside, I have:

- not played a single "face to face" game.
- not gotten involved in any variants other than a single World War I game in Fol-Si-Fie.
- subscribed to some 15 game 'zines.
- seen one of them "stillborn".
- seen three, and possibly four, others disappear.
- come to respect and admire John Boardman's Graustark above all other 'zines for his religious regularity in publishing on schedule.

The basic weakness of most 'zines that I have seen come and go in this one year's period, is that most of the publishers seem to consider putting out a 'zine as merely an extension of their playing in the hobby. This means, that publishing a gamezine becomes a favor done by one fan to a number of others, who in turn return the favor by publishing and GMing their own zines. Most publishers that I have come to know do not seem to take their publishing ventures seriously as a business.

I perfectly understand that few, if any publishers actually can realize a profit from their 'zines - maybe they should try harder in this direction. While insisting that their player/subscribers meet posted deadlines (and quite properly do so), the publishers themselves do not seem to feel themselves bound to meet corresponding publishing deadlines, however. This, to my mind, reflects a certain disregard or even disdain for their subscribers. If indeed publishing can be seen as a favor done by a few(?) for the many, this may not seem to be a serious matter, especially if the publishing venture is merely a break-even, or possibly even a money losing, proposition. Regardless of profit or loss, when money is paid (and I have paid quite a bit over 12 months for subs and gamefees), we are involved in a business relationship; I would even go so far as to call it a contractual relationship. That is why, as I said before, that perhaps 'zine publishers should strive harder to make a profit: then they would be apt to consider their responsibilities towards their subscribers more seriously.

I realize that most publishers are college or high school students, yet can not consider this as an excuse for erratic publishing anymore than this would be accepted as an excuse for haphazard adjudications. Before getting involved in publishing, the student, as anyone else, should make sure that he can reasonably promise his subscribers to

put his 'zine out on time.

I myself already have been toying with the idea of entering the field with my own 'zine: I already have a terrific name picked for it (highly classified, of course), and even more terrific masthead designed by my 15-year old son, who has a flair for that kind of thing, and two or three drafts of an announcement for the 'zines birth. Even so, I have a job that requires me to travel abroad at irregular intervals three, four or sometimes more times a year. As long as this does not change, I do not feel comfortable publishing a gamezine, as I could not guarantee to my subscribers that I can deliver the product I sell them on the dates they expect me to deliver.

Even more disheartening is the fact that of the four or five zines that have run out on me, not a single publisher has had the courtesy to announce the demise of his brainchild or to offer even a partial refund of sub and gamefees paid to him by his subscribers. I just want to list these people by name:

- 1) "Buddy Tretick and/or Bernie Oaklyn" and his stillborn Front, etc.
- 2) Richard Jarvinen's Non Sequitur, seen last in December, 1979.
- 3) Roy Smith's Brew and Reefer, last seen April 23, 1979.
- 4) Alan Rowland's Warmonger, last issue dated June 11, 1979.
- 5) John & Laurie Van De Graaf's Ygdrasil Chronicle, last seen in June of this year.

Arbitrary changes in houserules, in my opinion, border on contractual violations of the relationship between publisher and subscriber. The house-rules, once accepted and agreed to by the subscriber become an integral part of his "contract" with the publisher: they are in effect, the terms and conditions of this contract. Any unilateral change in these conditions by the publisher constitute a breach of contract, which should give the subscriber the right of a refund if he does not agree with the change. This recently occurred in the Beholder by John Kelley, regarding a rule on so-called neutral orders. I happen to be dead-set against the use of any other orders than those legally submitted, on deadline by the player, and agreed to subscribe to the Beholder on the expressed understanding that "neutral orders" would not be used. Yet with the first season of the first game published, John announced a change in the houserules, allowing "neutral orders" for a country that NMRed.

I suggest that any publisher in the postal wargames' hobby, commit himself to timely publication, offering subscribers extra subscription credit for late publication, commit himself not to put in any changes in his house-rules into effect until they have been approved by his subscribers, and commit himself to charging sub and gamefees allowing him to make a profit on his business venture, to which he is entitled as long as he delivers his product as promised.

DIPLOMACY PLAYERS ASSOCIATION

JERRY H. JONES

As you can tell by the preceding article, not everyone is totally content in the postal hobby. Now this article is not unique. I receive two to three letters and phone calls a month from players with problems in their games. Sometimes these problems can be remedied by explanation and on some occasions I have to research the matter further and try to contact everyone concerned.

Now I don't mind doing this but I have come to the conclusion that the players don't really have a place to turn to when they have a problem. So, with the help of Rod Walker and others, I decided that I would attempt to put together an organization for the players.

The name, Diplomacy Players Association, is a little misleading. This group is not exactly an association, it is more like a union. It is solely a place where players can turn to for assistance in their hobby. I want to make it totally clear that this organization is not a replacement for any organization of the postal past. It has no ties with any other association and has no intent of forming any. The closest we may get to any other group is to offer suggestions and a chairman to represent us on the NADF. (See article on page 9.)

To start an organization like this I will require some help. I do not wish to run this group but rather serve as an advisor so I will need some people to do the "leg work" and make the decisions. Now there are some restrictions as to just who I want to serve on the forum. The first restriction is that to be a member of the forum you cannot be a publisher of a Diplomacy 'zine. This forum is for players and the general consensus is that the publishers will band together and cover each others back, so to be effective I am ruling out publishers. I am also asking that you have been a member of the hobby for at least a year. The reasons for this are fairly obvious. I am asking anyone who feels as strongly about this as I do to contact me at 1854 Wagner Street, Pasadena, California 91107.

What is it that this forum hopes to do? Well, if nothing else we can provide a place for the players to turn to when they have a problem in a game that they are in. Maybe there will be nothing that we can do but if we can help but one player then we are ahead of the game. Also we can offer our suggestions to the various publishers and organizations as just how do the players view such matters as standbys, houserules, orphan games, and the like. The different places that these suggestions are directed to need not act on these suggestions but at least they will

be informed as to the players desires.

The pages of DIPLOMACY WORLD will also be a tool of the DPA. Inside DW I will try to run a piece each issue on what's been happening in the DPA. Possibly to include information on complaints by players, suggestions to publishers, answers to rules disputes and general information about the hobby.

I also want to carry this a little further. I am going to start a few new regular features in DIPLOMACY WORLD. One will be Convention listings. I am going to do my best to keep abreast of all the conventions that are scheduled for the following 4 to 5 months. If you know of any conventions or are a member of an organization that is planning to carry a convention then would you please keep me informed of the dates and special events.

The Players Wanted will also be a new feature of DW. If you are looking for players in your area then you may submit an ad in DW. An example of this will be found on page 38 of this issue. If you have a club and are looking for new members this just well may be the place to announce your club.

Of course certain features that have become a part of DIPLOMACY WORLD will remain intact. Such features as the Need A Game will even be expanded to offer the players more insight as to the zine that they wish to play in.

The Diplomacy Players Association will only be as strong as you, the players, make it. If the players won't back it then it will be an organization with no teeth and the publishers will not take anything that we say too seriously but with backing many people will begin to realize that it is the players that spend the money for the games and the zines and that they are tired of being pushed around. (I should interject here that it is the overwhelming minority of publishers and gamesmasters that are causing 90% of the troubles and sometimes it is nothing more than a misunderstanding between two people that can be resolved by having someone else intervene. I don't want anyone to think that the majority of the publishers require "watching over".)

So, what do you say? Are you interested in taking an active part in your hobby? Are you tired of having no place to turn to when you have a problem? If you answer yes to any one of these then you are the person that I am looking for. Write me.

The

McKenjo

Opening

STEVE MCLENDON

The true triple alliance is a phenomenon rarely seen in postal Diplomacy. In FTF tournament play, however, it is usually the order of the day.

Why? For one thing, in FTF tournament play a 3-way draw is a very good showing and will usually bring in quite a few points. In postal play it's just so-so, though still nothing to be sneered at.

Secondly, in FTF play it's easy for the three parties to get together and outline their strategy in a short amount of time. In postal play, some players find it difficult to coordinate with ONE ally, let alone two.

What I would like to discuss here is one of the most powerful (THE most powerful, I believe) combos on the board -- the Western Triple, featuring England, France, and Germany. The basic version of the Triple, while very powerful once it gets going, is either slow to develop or results in inequities among the three powers at the end of 1901 -- France or Germany gets three builds and the other gets two while England gets only one. This inequity usually destroys the Triple, as F/G are sometimes tempted to jump on the weaker England in 1902, especially since the English have already gotten themselves into a war with Russia. If England takes Belgium for a second build in 1901, then he suffers greatly in positional advantage against Russia.

The opening I am about to describe minimizes all of this. It is dubbed "The McKenjo Opening", a name suggested by Mark Berch after Jerry Jones, Lee Kendter Sr. and myself employed it in 1979AK. I was England, Jerry was Germany, and Lee was France. It was a learning process and, naturally, we made some mistakes. But, as a result, the McKenjo has been refined to a very potent weapon.

The Setup

Negotiations for Spring 1901 are very critical,

and each of the three powers must do his part.

England: Persuade Russia to a stance of non-aggression, hinting that you have a surprise in store for the German. The last thing England needs is for Russia to open with A Mos-StP. Paint a picture of Germany being your most hated enemy, and that you fear a F/G alliance is in the offing. Under no circumstances should you even hint at E/G cooperation, as this will make Russia very nervous and may very well bring about A Mos-StP.

Germany: Write to Russia with the usual overtures ("Let's keep Sil and Pru neutral", "Yeah, Sweden is yours," etc.) and drop hints here and there that you and France will be doing a number on England. This will further convince Russia that he is not faced with an E/G matchup in Scandinavia. Write to Italy expressing your desire to keep Tyr neutral. If Italy moves A Ven-Tyo it can give the Triple untold complications and headaches. Point out to him that you firmly suspect a R/T alliance, and that he might consider going with Austria to stop the Turkish threat. Hint that F/G will be going after England. This will lull the Italian into believing the French units will be moving away from him.

France: Your primary goal is to keep Italy from moving to Piedmont. Write him and reinforce what Germany has already told him.

The Moves

The 1901 moves set the stage for the entire plan.

Spring:

ENG: F Lon-Nth, F Edi-Nwg, A Lpl-Yor
FRA: F Bre-Mid, A Par-Gas, A Mar-Spa
GER: F Den-Bal, A Ber-Kie, A Mun-Ruh

Fall:

ENG: A Yor-Den, F Nth C A Yor-Den, F Nwg-Nwy
FRA: A Spa-Por, A Gas-Spa, F Mid-Wes
GER: F Bal-Swe, A Kie-Hol, A Ruh-Bel

Thus, each power gets two builds for perfect balance. In addition, the French and England units in their initial drive for supply centers are already moving eastward. The two German armies are somewhat out of position, but they can come up to the front in short order. These units being out of position are actually an asset the Triple.

Germany can point to these units for any questioning Eastern powers and stands a good chance of convincing him that the Triple is a fake. ("France is our real target", or some such nonsense.)

Note that if Italy had moved into Tyro in S01, Germany must give up one of his builds the first year to cover Munich. If he does not, and Italy takes Munich, the Triple suffers a severe setback. Giving up a build to cover Munich is only a minor setback, and is easily recoverable.

If Italy moved into Piedmont in S01, France must give up a build to cover Mar with A Gas. This is a much more serious setback for the Triple, as France can now build only one fleet with which to battle the Italians in the Mediterranean. It

should be obvious now why those S01 negotiations are so crucial.

The Spring moves blew Germany's cover as far as Russia is concerned. At the end of 1901 Russia does not like Germany at all. England must now take advantage of this dislike, telling Russia that he has no designs on Sweden but is now committed against Germany. And this would certainly sound plausible, as the English strength seems to be concentrated against Germany. The point of all this is to forestall a build in StP. Since Russia gets only one build (at the most) the first year, and in all probability desperately needs to make that build in the south, he will be more than receptive to any reasonable sales pitch from the English.

France is a different matter. There is nothing he can say at this point that is going to fool the Italian one bit. He and Italy are committed to war. But with a fleet already in the Western Med plus two more fleet builds in 1901, France has the upper hand. Add a German army in Tyrolia and the Italian defense crumbles.

In 1902 both Sweden and StP as the result of an English/German blitz on northern Russia. The convoy of a German or English army to Livonia in F02 delivers the final crippling blow. From here on it might well be just a mop up operation. As War and Mos fall Germany may take over Denmark to help maintain the supply center balance between him and England.

By 1907 or so Italy, Austria, and Russia are all but all gone. Turkey will certainly have benefitted by all these shenanigans and will be at 8 or 9 centers maybe. But if the members of the Triple stick together even the Turkish grave is just over the hill.

The possibilities are numerous, however. Turkey can be an effective counter-balance should one of the Triple decide to go for a win. England may see an excellent opportunity to stab Germany (and vice versa) if the French forces are so entangled with the Turk to keep him from intervening effectively. France may also exploit opportunities if relations with the Turk are good.

Now, what I have outlined here is not the only path the McKenjo may follow. Indeed, its flexibility is its most attractive point and it is limited only by the imaginations of the three players comprising the Triple. The only requirement is that they insure chaos reigns in the east during 1902 and 03. After that, the turmoil should be self-perpetuating.

* * *

((As I told Steve, I prefer calling this opening "McJoke" but believe me it is a super alliance and a great opening.

This article is the first in a series of articles on different openings. If you have an idea for a odd or a rarely used opening be sure to put together an article and mail it to myself or to Mark Berch. Make yourself famous. -JHJ))

Paris In The Fall

OR

WHAT WOULD YOU DO IN THE SPRING OF '02?

FREDERIC TOWNSEND

In the Spring of 1901 Germany snookers France into moving Paris to Picardy while he moves Munich to Burgundy. In the Fall of 1901 Germany claims it was all a horrible misunderstanding, and hoodwinks France into bouncing England out of Belgium while he slips his Burgundian Army into Paris. At this point the French president is processed into pate de foie gras, and you are elected president.

Meanwhile Italy had gone to Piedmont and then bounced in Marseilles with the French Army in Spain. After the builds, the position of all the relevant pieces is:

France: A Bre, A Par, A Spa, F Por.

Germany: A Hol, A Par, A Mun

Italy: A Pie

Now assume that Germany and Italy are in complete alliance, i.e. they will act as one with the objective of holding Paris and taking Marseilles in the Fall of 1902. The French objective is to have the best chance of capturing Paris and holding Marseilles.

The French position is desperate. All France awaits your orders.

To prevent panic and total indecision, here are five choices. What would you do in the Spring of 1902?

- 1) A Bre S A Pic-Par; A Spa-Gas; F Por-Spa(sc)
- 2) A Bre S A Pic-Par; A Spa-Mar; F Por-Mid
- 3) A Bre-Par; A Pic-Bur; A Spa-Gas; F Por-Spa(sc)
- 4) A Bre-Par; A Pic-Bur; A Spa-Mar; F Por-Mid
- 5) A Bre S A Spa-Gas; A Pic-Bur; F Por-Spa(sc)

Don't even think of moving Picardy to Belgium, as that loses Burgandy without taking Paris (unless Germany evacuates) and at best ends up with four supply centers in all variations.

Answer on next page

The best move, sports fans, is number 5. Number 3 is the worst move, 2 and 4 are almost horrible, and number 1 is bad unless you had German option number 2 in mind (see below). If you did, you must have missed German option 1, and so you should take up Keno.

The reason for this is that your crafty German-Italian opponents will almost surely be moving--A Par-Gas, A Mun-Bur, A Hol-Bel, A Pie-Mar.

Against French 1, it will take Mar and Bur while keeping Gas empty. The Italian Army will be rooted to Marseilles in the Fall. Against French 2, German 1 will take Gas and Bur while keeping Mar empty. Army Pie (S) A Gas-Mar will be unbeatable in the Fall.

Against French Option 3, Italy takes Mar and both Gas and Bur are empty from bounces. Italy stays in Mar in the Fall, and Germany has a 50% chance of retaining Paris. Against French 4, Germany takes Gas while Bur and Mar stay empty allowing A Pie (S) A Gas-Mar to take it in the Fall. Is all lost?

No. Against French 5, the Germans keep Paris and the Italians slip into Mar, but you take Gas, your fleet moves to Spain and Bur stays empty. In the Fall you can move F Spa (S) A Gas-Mar ejecting the Italian interloper, and A Bre (S) A Pic-Par taking Paris unless the German moves A Bel (S) A Par-Pic. If you think he will do that, you attack from Brest. This will definitely hold Mar and give you a 50% shot at Paris which is far better than Options 1-4.

The Diplomacy connoisseur will be saying, not so fast, for if the German sees French 5, he can move A Par (S) A Mun-Bur; A Hol-Bel; while the Italian attacks Mar. Against French 5, this holds Par, and takes Bur and Mar. Then A Bur (S) A Mar, A Par holds, will keep either Mar or Par in the Fall. Furthermore this German option number 2 will take Mar while losing Par against French 2, but will lose Mar to French 3 and 4 while only giving a 50% shot at Paris.

For the visually oriented, I present the following results chart. (The comments are from the French point of view, and the numbers are the number of supply centers above 4 that the French control in the Fall of 1902.)

German-Italian Options		
1		2
1 Takes Par, loses Mar ZERO		Takes both PLUS 1
2 Takes Par, loses Mar ZERO		Takes Par, loses Mar ZERO
3 Loses Mar, 50% shot at Par MINUS ½		Holds Mar, 50% shot at Par PLUS ½
4 Takes Par, loses Mar ZERO		Holds Mar, 50% shot at Par PLUS ½

5 Holds Mar, 50% shot
at Par
PLUS ½

Loses either Par or
Mar
ZERO

The chart clearly shows why French 3 is so awful. It gives the worst result against German 1 and only does average against German 2. The Chart also shows why French 1 is slightly superior to 2 and 4. They all lose to German 1, but only French 1 guarantees a win against German 2.

You connoisseurs are still asking what is so great about French 5 if French 1 does 1 supply center better against German 2 and only ½ center worse against German 1. The reason is that German 2 is nice for connoisseurs, but Germany will make the German 1 moves almost twice as often as he will the German 2 moves. German 1 guarantees Par or Mar against all moves except 5, while German 2 only guarantees keeping France at 4 centers against French 2 and 5. Secondly, French 5 is so bizarre (it gives up Par and Mar in the Spring) that the average German player will not see it. Even if he is an expert as we must assume here, he has good reason to think France will not see French 5 after managing the remarkable feat of losing Paris in the first year. Finally, if you are familiar with game theory, the German-Italian can maximize the chance of gain by moving German 1 66% of the time or minimize the risk of loss by moving German 1 all of the time.

So, what did you do in the Spring of 1902, or shouldn't I ask?

CDO (CANADIAN DIPLOMACY ORGANIZATION)

The CDO is a non-profit group devoted to promoting the Canadian postal Diplomacy hobby. Any Canadian publisher or postal player is automatically a CDO member and is entitled to full use of its services; all expenses are covered by voluntary donations.

Its major services include: a novice package (Cepheids); insurance for orphan games, which will be re-housed in another Canadian zine; the availability of an Ombudsman to resolve hobby disputes; and a regular zine with a census, general news of the Canadian hobby, and articles directed at improving GMing/publishing performance (National).

While the organization was designed to serve the Canadian Diplomacy community interested U.S. residents are also welcome to participate.

For further information, contact either Randolph Smyth, 275-3rd St. S.E., #314, Medicine Hat, Alta. T1A 0G4 CANADA or François Guerrier, 160 Chapel St., #2210, Ottawa, Ont. K1N 8P5 CANADA.

North America Diplomacy Federation

AN INTRODUCTION

ROD WALKER

In the beginning, not quite 20 years ago, postal Diplomacy was a loose association of people who played in zines and people who published them. The names and addresses of everyone who played in the hobby could be typed on a sheet or two of paper. Every Boardman Number had only a single alphabetic character.

Today things are very different. The rapid expansion of the hobby has created new needs and new challenges. One of the most important of these comes under the heading of what may loosely be called "hobby services".

Almost from the very beginning, a person who saw a need, a potential project, would simply begin doing what had to be done. Thus we evolved systems for numbering regular and variant postal games, for finding homes for orphaned games, maintaining reference banks of hobby publications and variant games, and so on.

The tradition arose, to be brief, that the person in charge of such a project was a "custodian", that he was a hobby officer, that his work was autonomous and independent so as not to be subject to the pressures of hobby politics.

This system works fine in many respects. But it has flaws. For one thing, how does the Custodian, working alone, obtain physical and/or financial help for his project? You may say, the larger the hobby gets the more help there must be. Correct, in terms of potential...but it also becomes harder (mostly due to communication difficulties) to locate and harness the needed assistance.

Furthermore, how does a custodian relate to his fellow custodians in instances where common action is advisable or necessary? More importantly, what happens if a custodian suddenly (or slowly) stops functioning? That has happened not infrequently in the past, and only by luck, hook, and crook was the problem resolved.

Conversations with a number of hobby people during DipCon XII led me to formulate an answer: The custodians themselves must organize. They must create a deliberative body in which they would make up the primary membership...a body which can not only respond to the problems which exist but also expand in such a way as to provide new services (and new custodians) to the hobby.

During the last half of 1979 I worked with this concept. There were several practical hurdles. Who were the hobby's custodians? The answer was simple in the case, say, of the Boardman Number Custodian...but what about people such as Mark Berch, who are obviously contributing enormously

to the hobby and yet have not been regarded as a project, per se? In Mark's case, for instance, it was simply a matter of giving what he did a name.

There was then deciding how such a group should operate. Should it include operating parts for those who were not custodians but wished in some way to participate? To what extent are custodians accountable for what they do (and don't) do?

The result was a draft Charter. This was circulated among the hobby's custodians for comments and suggested changes. Ultimately, when it appeared we had something we could live with, the Charter was sent out for ratification, with the proviso that if 7 of the 13 active custodians ratified it, we were in business. As of this writing, 8 have done so. In the order they appear in Appendix B of the Charter, they are:

Lee Kendter, Boardman Number Custodian

Jerry Jones, Editor of DIPLOMACY WORLD

Mark Berch, Director of the Hobby Reprint Project.

Bruce Linsey, Director of the Novice Project

Rod Walker, Chairman of the DipCon Committee of Three & Custodian of the North American Variant Bank - West.

Fred Davis, Custodian of the North American Variant Bank - East.

Konrad Baumeister, Chairman of the Postal Rating Commission

Lew Pulsipher, Variant Rules Editor of DIPLOMACY WORLD

We are expecting, but have not yet received, two or three other ratifications, but as of this writing (30 Mar 80), the NADF is in business.

The structure of the NADF may seem a bit Byzantine to those who know my preference for simplicity. Let's try to get it in a few words. (Those of you who want the whole thing can for 50¢ plus a SASE to me at 1273 Crest Dr., Encinitas, CA 92024.)

The chief body is the Steering Committee, to which all custodians belong (if they are members, of course). The S.C. elects its own officers, two of which (President and Treasurer) need not be members of the NADF to start. (Following this article you will find an announcement from Mark Berch regarding elections for these officials.) The powers of the S.C. are strictly limited, but within those limits it can do such things as replace a defaulted custodian.

Alongside the S.C. are the Publisher/Game-master Members. These collectively have certain powers within NADF, but they are primarily of the character of an auxiliary. The potential is thus created for the publishers and GMs in the hobby to have, if they want one, a forum for

collectively working out problems. The big power here is that the GM/P members have the power to write and amend the NADF Code of Ethics.

The NADF will have an Ombudsman. The question of how he is to be elected has not yet been resolved.

There are then several groupings of general membership. There are (a) Working Members (who assist Custodians with their work), (b) Supporting Members (who contribute to the NADF), and (c) General Members (anyone who wants to be regarded as such). Generally speaking, no organizational forum is provided for these groups, but they are not precluded from forming them. (Somebody suggested these provisions were included primarily to provide an alternative to IDA should that organization fold. I can't deny that was a consideration, but as an officer of IDA, I can't say that I entertain any such hope.)

In many ways the NADF is right now an incomplete picture, much of which has been sketched in, but portions of which are quite blank. This will allow plenty of room for evolution and growth.

Four important questions loom immediately ahead;

1. **MONEY.** The NADF hopes to be able to provide funding for the Custodians who do need it. Custodians have long donated their time plus the costs of their work and the size of the hobby is getting to the point where this is not practical in many cases. Anyone who wishes to contribute should watch these pages; send no money now because we have no official treasurer.

2. **PEOPLE.** Anyone who wishes to work and help should contact me and indicate what areas you might like to help in. We will have more information on the needs of Custodians as time goes on. One immediate facilities to act as editor for a NADF genzine. This will be approximately quarterly and consist of custodial reports, précis of NADF business, and other general information.

3. **GMs/PUBLISHERS.** We need a GM/Publisher to act as coordinator for formation of the GM/P auxiliary to NADF. We would like to have the group functioning some time this year. It will write the NADF Code of Ethics. In addition, one proposal regarding the Ombudsman is that the GM/P members would elect him.

4. **SUPPORT AND IDEAS.** We need them from everyone who wishes to contribute. The hobby's custodians in general agree that the formation of a group such as this is long overdue; we hope you will agree with us and spread the word that the keel has been laid for a "good ship" in the hobby. Our primary interest will be making things better. If you have any ideas along that line, send them to me. Please do not be disappointed if there seems to be no response...My mail volume is pretty heavy now. But I will pass ideas on to the appropriate people. Or write any other Custodian who is a member of NADF. We hope that we can publish at least a little squib on our activities in each issue of DW.

A Call for Nominations

MARK BERCHE

The above article describes the structure and functions of the NADF. To operate, the NADF must first elect its own officers. I will be conducting the election and will not be running for an office.

You may nominate yourself for the office of President and/or Treasurer. These two offices are open to anyone in the Postal Diplomacy Hobby. If you wish to be treasurer, and are not of legal age in your state, it is up to you to make sure that this will not be a problem. In addition, you may nominate yourself for Vice-President if you are already a member of the S.C. The treasurer can also hold the President or V.P. slots. Becoming President will automatically make you a voting member of the S.C. If the Treasurer is not otherwise a member of the S.C., he can be given that voting position by vote of the S.C.

Each person may also submit a signed election statement of up to one page (8 1/2 x 11). No libelous or obscene language may be used. It must be typed single spaced, and dark enough to Xerox.

The deadline is four weeks prior to the deadline for DW#26. The results should be in DW #26

FIGHT ANY GOOD
BATTLES
LATELY ?



Relive the best of
them in the pages of
PURSUE and DESTROY.

We provide coverage on every aspect of the wargaming/history fields. Articles on land, sea, and air history as well as wargaming...current military doctrine and weapons, unit profiles, science fiction & fantasy, reviews, Diplomacy, strategy tips, miniatures, you want it and you will find it in the pages of P&D. *FIRST ECHELON PUBLICATIONS* presents you with this 44-52 page, pro-printed zine. SEND TO:

FIRST ECHELON PUBLICATIONS, INC.,
7331C Normandie Ct, Dept.8, Hazelwood, Mo.,
63042. Six issues only \$8.50...a sample copy
for \$1.95. TEXAS RESIDENTS PLEASE ADD 5%
STATE SALES TAX.

THE MAGAZINE OF COMBAT
THROUGH THE AGES

PURSUE AND DESTROY



Charter of the DipCon Society

ROD WALKER

The history of DipCon has been dominated by one issue: who has the right to choose the Con site and how is it to be done? Those who have been following this question over the years will be glad to know that it has at last been definitively settled.

It might be interesting to review what has happened over the years. DipCon began as a sort of informal gathering, just as many organizational conventions have begun. The first was an accidental collection of DIPLOMACY players at the home of John Koning, in Youngstown, OH, during the summer of 1967. John referred to it as a DipCon in his wonderful and much-lamented 'zine sTab, and thus the name was born. Two years later a similar gathering was held at John's home and we called it DipCon II. It was at that time we conceived of making DipCon a formal annual convention and of moving the site around. Subsequent DipCons were held as follows:

1970	DipCon III	Oklahoma City
1971	DipCon IV	San Diego
1972	DipCon V	Chicago
1973	DipCon VI	Chicago
1974	DipCon VII	Chicago
1975	DipCon VIII	Chicago
1976	DipCon IX	Baltimore
1977	DipCon X	Lake Geneva
1978	DipCon XI	Los Angeles
1979	DipCon XII	Philadelphia
(1980)	DipCon XIII	Ann Arbor

Generally speaking, the DIPLOMACY players who attended a given DipCon selected the site for the next one. But from 1972 on, DipCon became traditionally associated with the IDA General Meeting. It was suggested, therefore, that the IDA might have the right to select the location. Another problem was that of moving the site around the country in an equitable manner...equitable both to the potential locations and to the overall body of players. The run of 1972-1975 in Chicago represents an attempt to keep the Con in a centralized and easily accessible location.

In 1977 Greg Costikyan and Dave Kadlecsek

devoted a good deal of thought and energy toward confronting these problems and solving them. Their solution was the creation of the "DipCon Society". This was a temporary organization which came into being at each Con, consisted of all DIPLOMACY players present, and met for the sole purpose of choosing the next site. This ingenious idea was embodied in a draft Charter which was adopted at the Con.

Unfortunately, the Charter became involved in a number of problems from the start. For one thing, it did not become effective until ratified by the Council of the IDA. According to the best information I have, this ratification was given by the 1977 Council and rescinded by the 1978 Council. This raises all sorts of knotty Constitutional problems that ultimately could only be resolved by cutting the knot.

Another problem was that the Charter laid on the host wargaming convention the job of providing the continuity from one DipCon to another. It essentially made the host convention responsible for determining the needs of the DipCon and then carrying them out. It was too much to expect; convention staff are not noted for doing work they don't have to do.

The result was that when DipCon XI convened, nothing had been done about effectuating the provisions of the Charter; further, there was widespread contention about whether the Charter was in fact valid. Through the generous cooperation of Bob Hartwig, then IDA President, this difficulty was partly surmounted. We met the requirements of the Charter insofar as it was possible, selecting the site for DipCon XII. Walt Buchanan was appointed a Committee of One to oversee the interim period and coordinate with the new host. It was agreed that the remaining question, the Charter itself, would be dealt with at DipCon XII.

Walter later resigned as Committee of One, asking me to serve in his stead. During the months preceding the Con, I went over all the information I could find about the Charter and

carefully considered its provisions. I was assisted by Fred Davis, whose advice and suggestions vastly improved my original proposals. We also sought the advice of Robert Sacks, who proposed further improvements.

What we determined to do was to cut the Gordian knot. Since not everyone would allow that the old Charter was valid, we wrote a new one. Since the old Charter represented a viable solution to the old problems, we kept its essential characteristics. Since the old Charter, even if valid, could be amended by a majority vote, our text could be presented as both a new document and as an amendment to the previous one. It was so adopted.

The major changes from the 1977 Charter are as follows:

1. The rotation between three regions is changed to a four-year cycle of rotation through pairs of regions (4 total). This provides for greater flexibility and equity.

2. A Committee to conduct DipCon Society affairs between DipCons was created. It coordinates with the host convention to insure that the proper facilities are provided for the needs of the DIPLOMACY hobby.

3. The new Charter reaffirms the traditional right of those who actually attend one Con to select the site of the next one. (The old Charter provided for preliminary mail balloting. This would actually be a superior provision except for the fact that potential host conventions aren't prepared, as a rule, to bid for DipCon until early summer.)

The full text follows.

THE CHARTER OF THE DIPCON SOCIETY

Adopted at DipCon XII, Philadelphia, PA, 23 Jun 79.
Ratified by the Council of the IDA, 23 Jun 79.

1. Definitions, Purposes, and Membership

1.1 DipCon: The annual DIPLOMACY Convention of North America. It is held in conjunction with a host wargaming convention and, in turn, hosts the annual General Meeting of the IDA, and meetings of other DIPLOMACY organizations, upon the request of the organizations involved.

1.2 IDA: The International Diplomacy Association of North America.

1.3 The sole purpose of the DipCon Society is to select a site for each successive DipCon. The Society exists only during the actual duration of the DipCon, when called into session to fulfill its purpose.

1.4 The DipCon Society is assisted by the IDA but is independent of that organization.

1.5 Each Diplomacy player attending a DipCon is considered a member of that year's DipCon Society. Membership in any other organization may not be considered qualifying nor disqualifying in this regard.

2. DipCon Site Selection

2.1 The DipCon Society will meet at least once at each DipCon to select the site and host convention for the following year's DipCon. This meeting will take place not earlier than the second day of the host Con. It will be at a time and place which have been publicized at least one day in advance, and which have been posted and announced at the DIPLOMACY tournament.

2.2 Any individual or group wishing to bid for the following year's DipCon will be given sufficient time, not to exceed 15 minutes, to present that bid to the Society.* All such bids must be in conjunction with a host wargaming convention.

2.3 For purposes of DipCon administration and rotation, the United States and Canada will be divided into four regions. The boundaries of these regions are detailed below and shown on the map in Appendix A. Appendix A is considered an integral portion of this section.

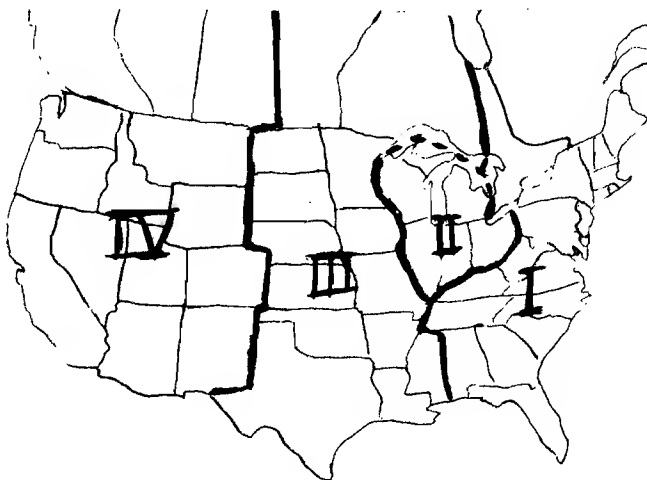
Region I: All States and Provinces bordering on the Atlantic Ocean, including Pennsylvania, plus Kentucky, Tennessee, West Virginia, Alabama, and that part of Ontario east of 84° West Longitude.

Region II: Ohio, Indiana, Illinois, Michigan, and Wisconsin.

Region III: All States and Provinces lying wholly or principally within the Central Time Zone, excluding those in Regions I or II,

Region IV: Saskatchewan, Montana, Wyoming, Colorado, New Mexico and all States and Provinces lying to the west.

APPENDIX A



2.4 The DipCon site must be rotated among the Regions. For any given DipCon year, host conventions from two regions may bid for the convention as follows:

- 1980: Regions II and III
- 1981: Regions III and IV
- 1982: Regions IV and I
- 1983: Regions I and II

The regional eligibility will then continue to rotate in the above sequence. The site of DipCon cannot be within the same State or Province during two consecutive years.

2.5 Voting will be normally in the open, by show of hands. If more than two bids are submitted, the lowest-ranking bid will be eliminated in successive ballots until two bids remain. The winner among those two will be determined by majority vote. If one bid receives an absolute majority of the votes during any ballot, it will win. The Society may elect to vote by secret ballot. It may also elect to use the preferential ballot, giving weighted votes in descending order of preference to the several bids. Voting by proxy or absentee ballot will not be permitted.

2.6 A bid may be submitted from outside the Regions which would normally be eligible to bid under the provisions of Section 2.4. However, in counting votes for any such bid, each vote in favor will count as only one-half of a vote.

2.7 Upon completion of the balloting and selection of the site for the following year's DipCon, the Society will elect a committee of one to three members.

2.8 The DipCon Society may by majority vote choose not to accept any bid presented. If no acceptable bids are made the Society will instruct the Committee of One/Two/Three on its preferences for the site for the next DipCon and the Committee will make all necessary arrangements.

3. The Committee of One/Two/Three

3.1 The Committee elected by each DipCon Society will manage the Society's affairs from the end of one DipCon until the beginning of the next.

3.2 If the Committee has more than one member, the DipCon Society will designate one of them to act as Chairman.

3.3 The Committee will coordinate with the upcoming host Convention. It will help insure that all necessary publicity is provided to the hobby at large. It will coordinate where necessary to insure that there is a DIPLOMACY tournament, a time/place for each hosted meeting**, and a time/place for the DipCon Society meeting. The Chairman will forward copies of all correspondence to the Hobby Archivist.*** He will insure that the largest North American DIPLOMACY 'zine**** receives correct and prompt information on the upcoming DipCon.

3.4 The Chairman of the Committee will act as presiding officer at the DipCon Society meeting. If he is unable to attend the convention, he will appoint another person to preside.

3.5 If any member of the Committee is unable to continue his function, he will nominate his own

successor. If he does not, the Chairman will do so. If the Committee fails to function, its powers devolve upon the Hobby Archivist,*** who must appoint a new Committee within one month of that time. If the Hobby Archivist inquires as to the Committee's progress, and does so twice in succession without receiving a reply, he may consider the Committee as no longer performing its function. (Such inquiries must not be less than 10 days apart, and one week must be allowed for each reply. Copies of these inquiries must be sent to the Editor of the largest North American DIPLOMACY zine**** and

to the Ombudsman of the IDA.)

3.6 The Committee Chairman maintains the archives of the Committee. He must turn these over to someone who will be attending. This must be done not less than one week before the first day of DipCon.

3.7 If the selected DipCon site becomes unavailable, the Committee will make all necessary alternate arrangements.

4. Amendments

4.1 Any member of the DipCon Society may propose amendments to the Charter during the meeting specified in Section 2.1. The presiding Officer must specifically ask if any member wishes to submit an amendment. All amendments must be submitted in writing.

4.2 Ordinary parliamentary procedure applies to the consideration of all amendments. An amendment is considered adopted if a majority of Society members present and voting vote in favor of it: except that amendments to Sections 2.3, 2.4, and 4.2 will require a 2/3 majority vote for approval. Voting by proxy or absentee ballot will not be permitted.

4.3 Amendments become effective at the end of the DipCon in which they are approved.

5. Enactment Clause

5.1 This Charter becomes effective immediately upon ratification by a majority of DIPLOMACY players attending DipCon XII, at the meeting to select the site for DipCon XIII.

5.2 All clauses affecting the IDA are ineffective until ratified by the IDA Council. If the Council does not ratify, those clauses are deleted, and the affected articles must be amended at DipCon XIII.

NOTES. These are based on decisions of the Chairman of the Committee of One (for DipCon XII), made 23 June 1979. They are not an official part of the Charter.

* The presentation of a bid is the presentation. The 15-minute time limit does not include time used for questions from the floor.

** "Hosted meeting": refer to Article 1.1.

*** That is, the Archivist of the DIPLOMACY hobby, on the line Buchanan-Marley.

**** Currently, DIPLOMACY WORLD.

Postal Diplomacy Winners

Below is a listing of the winners in the latest issue of EVERYTHING. EVERYTHING is the official publication of the Boardman Numbers Custodian. The current BNC is Lee Kendter Sr. and can be reached at 4347 Benner Street, Philadelphia, PA 19135.

<u>PLAYER</u>	<u>BN</u>	<u>ZINE</u>	<u>COUNTRY</u>
Harley Jordan	1975AH	Yggrasill Chronicle	Italy
Eric Verheiden*	1975EY	Swlbar	Germany
Arnold Vagts*	1975HG	Claw & Fang	France
Trevor Baillie	1976BR	Urf Durfal	Germany
Blair Cusack	1976BY	Fol Si Fie	England
Tom Kissner	1976CD	Fol Si Fie	Turkey
Konrad Baumeister*	1976DS	Caerleon	Russia
Hugh Burns*	1976EG	Graustark	France
Bob Beardsley	1976II	Claw & Fang	Austria
John Michalski	1976IK	Urf Durfal	France
Ron Kelly*	1977AA	Fol Si Fie	Turkey
David Steele	1977AT	Passchendaele	Russia
Konrad Baumeister	1977CF	Podunk News	France
David Mueth	1977HC	The Nintn Circle	England
Peter Reese	1977HD	Boast	Austria
David Crockett	1977HP	Dragon & The Lamb	Austria
Mark Rowell	1977IV	Boast	England
Dave Gibson	1977IX	Liberterrean	France
Michael Gray	1977KE	Graustark	Germany
John Daly	1977KF	Graustark	France
Leland Harmon	1977KX	LDNS	England
Blair Cusack	1978E	Beholder	Italy
Jake Walters	1978AT	Graustark	Turkey
Drew McGee	1978CW	Liberterrean	Austria
George Pyfrom	1978FD	Dragon & The Lamb	France
Lee Kendter Sr.	1978HQ	Dragon & The Lamb	Germany
Jack Brawner	1978HT	St George & The Dragon	England
Karl Schuetz	1978HY	Eggnog	Russia
Ron Kelly	1974I	Cheesecake	Turkey
Andy Lischett	1975X	Swlabr	Germany
Bob Sergeant	1975EQ	Deck of Many Things	France
Dave Pengelly	1976CS	Runestone	Turkey
Cliff Mann	1976DB	Centurion	Russia
Dave Ditter	1976DV	Flying Buffalo	Turkey
Mark Berch	1976EN	Dragon and the Lamb	Italy
Michael Lariton	1977AV	Graustark	Germany
Robert Stimmel*	1977IU	Urf Durfal	England
Bill Hart	1978Z	The Swamp	Turkey
Jeff Richmond	1978CO	St George & The Dragon	Russia
Roscoe McPherran	1978HH	St George & The Dragon	France
Tom Thornsen	1978HW	Graustark	Germany
Dick Martin	1978ID	Graustark	Germany
John Zipper	1978IG	Eggnog	England
Bob Sergeant	1978IS	Why Me?	England
Jack Frost	1979E	Brutus Bulletin	Austria

(* indicates Standby player)

DW Demonstration Game

1978-1M

GM: ERIC VERHEIDEN
COMMENTARY: RANDOLPH SMYTH

Winter 1907/Spring 1908

RUSSIAN BREAKTHROUGHS IN NORTH

(Autumn '07 retreats: French A Mar ret Bur. Italian F Wes ret Tyn.)

France (Bingle) F ~~Bst~~ (Ret Nwg or OTB)-Nwy, A Yor-Den, F Nth C A Yor-Den, A Kie S A Yor-Den, F Lon S F Nth, A ~~Bst~~ (annih)-Sil, A Mun S A Ber-Sil, A Ruh S A Mun, A Bur-Mar, F Spasc-Lyo, F Wes S F Spasc-Lyo, F Mid S F Wes.

Italy (Kendter) A Con-Smy, F Aeg-Con, A Bul S F Aeg-Con, A Tyo-Mun, A Boh S RUSSIAN A War-Sil, F Lyo-Spasc, A Mar S F Lyo-Spasc, A Pie S A Mar, F Tun-Wes, F Tyn S F Tun-Wes, F Ion-Tun.

Russia (Ditter) (Winter '07: Builds A Sev)
A Sev H, A Ser-Rum, A Sil-Ber, A Pru S A Sil-Ber, A War-Sil, A Den S F Bal-Kie, F Bal-Kie, F Ska-Nth, F StPnc-Bar, F Nwy S F StPnc-Bar.

Turkey (Jones) F Bla-Ank.

Winter 1907/Spring 1908

The logical Russian build of A Sev and the good Italian shuffle in Turkey spells the end of the Turks in this game next season, barring an Italian NMR or similar miracle. Note that there was nothing that Turkey could have done to avoid his almost certain elimination; his F Bla was a powerful nuisance, but against five coordinated units, all resistance is hopeless.

In spite of some unstoppable Russian gains in the north, though, the French player continues to read R/I intentions well. He left Nwg, Gas and Naf open, and the east missed the holes in all cases. It will be a long game if the alliance continues to rely on sheer force to squash French resistance, though doubtless they can do it, given enough time.

Tactically, the most interesting point is France's method of making the "useless" A Yor important. Convoys by F Nth to either Nwy or Den, it will cut supports while leaving F Nth on "hold" and eligible for support from F Lon; a useful resource as long as the convoying fleet can't be dislodged. Once Nwg falls to Russia (not likely for awhile if A Yor is sent -Nwy) the army will become involved in the defense of England. By the time the unit loses its usefulness,

there will come a time to remove it; so, although in a losing cause, France can look forward to being able to squeeze full defensive value out of his present position.

The French press is perhaps the most interesting development of the season, suggesting that Don has taken Lee's earlier stab rather hard. Otherwise, it's easier to hold the line against Russia and make the threat in reverse. If France is serious and if the eastern alliance remains solid, Russia may reach a winning position on the basis of a personal vendetta between the other two players. However, the French threat is worded as a threat, a legitimate one in his situation, and not as a nasty-sounding "promise". If Italy chooses to back off, a quick three-way draw may result with relative goodwill. In spite of his remaining strength, Don is down to his ultimate threat: suiciding. Whether he succeeds may have to wait until 1909: R/I are not likely to disagree until they have finally disposed of Turkey, and so for their alliance shows no sign of strain. They have disengaged well. Ser is the only unoccupied center which is controlled by one and adjacent to the other's units. Can a French threat persuade them to back off from a good thing?

Fall 1908

FRANCE PULLS AWAY FROM NORTH TO FACE ITALY

France (Bingle) (Summer '08: F Bar ret Nwg) F Nwg-Nat, F Nth-Yor, A Yor-Wal, F Lon-Eng, A Kie-Hol, A Ruh S A Mun, A Bur S A Mun, ~~A Naf~~ (annih) S RUSSIAN A Sil-Boh?, F Wes-Lyo, F Spasc S F Wes-Lyo, F Mid S F Wes-Lyo.

Italy (Kendter) A Tyo-Mun, A Boh S A Tyo-Mun, A Pie S F Lyo-Mar, ~~F Lyo~~ (ret Tus, Tyn or OTB)-Mar, A Mar-Bur, F Tyn-Wes, F Tun-NAf, F Ion-Tun, A Bul H, A Smy-Ank, F Con S A Smy-Ank.

Russia (Ditter) F Bar S F Nwy, F Nwy H, A Den-Kie, F Ska-Den, F Bal S A Den-Kie, A Ber S A Den-Kie, A Rum H, A Pru S A Ber, A Sil S ITALIAN A Tyo-Mun, A Sev-Ukr.

Turkey (Jones) F ~~Ank~~ (ret Bla, Arm or OTB) H.

Supply Chart:

France: Bre Par Spa Por Edi Lon Lpl Hol Bel ~~Ber Kie Mun~~...9...Remove 1
 Italy: Home Vie Tri Bul Gre Mar Con Smy Tun ANK MUN...13...Build 2
 Russia: Home Rum Ser Bud Nwy Swe Den BER KIE...12...Build 2
 Turkey: ~~Ank~~...0...OUT

Fall 1908

An interesting season indeed, but the GM's headline says it all and leaves nothing for the poor commentator but the details. France wasn't bluffing...or at least if he was, Italy called it by refusing to halt his attacks, forcing the French to go through with it. Moves such as F Nth-Yor are "overkill" (i.e., having no bearing on the shift to the south, but acting as a clear signal that no resistance is being offered to Russia in the north).

Italy has crept int Naf and Wes at the expense of Lyo, and has taken Mun, thought he can only hold it through agreements with Russia. In my opinion, he must meet the French suicide threat now (other than by ignoring it), unless he's very sure of his Russian ally or is content with second place. Technically he's now the

strongest power, but 13 centers don't look all that hot when a 9 center neighbour has a grudge against you.

Russia should not fall all over himself to keep Italy happy, either. In fact, one of my builds would be A Sev to keep Italy's eastern units uncomfortable - not to attack, but to maintain an "aggressive defence" of the Sev/Rum/Ser line. It appears that further units will not be required for future progress in the north, and why not accept the proffered victory if the game is heading in that direction? No need to match against Italy if you can win in the west, but don't let him wiggle out from under as he becomes increasingly desperate, either.

So, it appears the French gamble may have the desired effects. Let's see.

Winter 1908/Spring 1909 CRACKS APPEAR IN EASTERN MONOLITH

France (Bingle) (Winter '08: Removes F NAT) A Wal-Yor, F Yor-Lon, A Hol-Bel, F Mid-NAf, F Eng-Mid, A Bur-Mar, ~~F Spasc~~ (Ret Por or OTB) S A Bur-Mar, A Ruh-Bur, F Lyo-Pie.

Italy (Kendter) (Winter '08: Builds A Ven, F Nap; Autumn '08: F Lyo ret Tus) A Boh S A Mun, A Mun H, A Mar-Spa, F Wes S A Mar-Spa, F Tus-Lyo, F Nap-Tyn, F Naf-Mid, F Tun-NAf, A Pie-Mar, A Ven-Tri, A Bul-Rum, F Con-Bla, A Ank-Arm.

Russia (Ditter) (Winter '08: Builds A Mos, F Sev) F Bar-Nwg, F Nwy-Nth, F Den-Hel, F Bal-Den, A Kie-Ruh, A Ber-Kie, A Pru-Ber, A Sil H, A Mos H, A Ukr-Gal, A Rum H, F Sev-Bla.

Winter 1908/Spring 1909

Fleet Sev! Ahem! At least for once I had the drift right, but a fleet seems designed to provoke confrontation rather than maintain a firm balance of the status quo in the east. Perhaps 'tis best not to ignore that Italy already has a fleet in Con, though - a fleet build creates a perfect balance there.

In fact, the post-Spring position offers the

possibility of a pseudo-stalemate on this front which is exactly what Russia is after. A Rum-Bul, F Sev-Bla, A Mos-Sev will all fail against A Bur-Rum, F Con-Bla, A Arm-Sev. The oncoming A's Tri/Gal are likely to cancel out as well; and if Italy dives into Ser, Russia is equally likely to claim Mun. A stalemate from Arm/Sev over to Tyo/Mun seems to be in the cards, and Russia will then count on continued French preoccupation with the south to win the game in the north.

The Voice of Ghod

ELMER HINTON

When I first began thinking of what this article should say I considered calling it 'the Unwritten Rules of Postal Gaming' and writing it with those novices in mind who can easily be confused in this wide and complex postal world of ours, but then I began to consider that the reason why more and more novices are learning less, and remain relatively unsophisticated even after years of play, is due not to any inherent lack in the players but due to the serious decline of the hobby itself. As the old masters left they were replaced by more inexperienced people. Today zines are started when the publisher feels the mood strike which can come very soon after entry into the field. This has always been true of some, but in the past knowledgeable gamemasters have been able to guide these novice GM's and instruct them. There are now few enough who do so, with the result that less experienced people are starting more zines, folding more often, and creating more havoc when they do. Those who remain often are so inexperienced that their practices are not well thought out and their Houserules are badly written. So, this article is for the novice GM as much as it is for the novice player.

*

Brushing Up

Much is made of the unwritten rules of postal gaming in general and postal Diplomacy in particular, but often one must be reminded of the few unusual written rules which may be overlooked.

Rule VII, 3b., states that a fleet may support an action in any province it can move to, even if that action concerns a coast it could not move to, such as F MAR S F MID-Spa(nc). Often even an old hand will fall back on the rule 'if the unit can't go there, it can't support there' which is true in all other cases.

Another oft forgotten rule is XI, retreats. Novices may be confused by wording in certain houserules which refers to this. OTB, or Off-The-Board retreats are sometimes mentioned in certain zines, and any confused novice, knowing fullwell that retreating off the board is illegal (especially when one is not even near an edge!) may wonder if this is but a clumsy way to announce disbandment. In fact, it is. The custom has been passed down that one should consider disbandment and OTB to be equivalent, and merely different terminology for the same action. Retreats are also handled differently in postal games than in face-to-face games where one can immediately resolve the retreat before going on to the next season of play. In postal Diplomacy, after a turn has been played and retreats exist, the player first orders the retreat on his moves, followed by the other orders for that season, just as if the two segments were separate. The other players are allowed to submit what are known as 'conditional orders'. This means that if

you retreat in a certain way, whether it be to disband, or to one of the open spaces you may choose from, a player may list a certain set of orders, but if the retreat is handled differently he may ask for a different set of orders to be used. Let us say that you are to retreat F Nth, and only HEL and ENG are available. The French player might write 'If England retreats to Eng, F Bre-Eng, F Pic S F Bre-Eng; if to Hel, F Bre H, F Pic-Bel; if OTB, F Bre H, F Pic H. In this way each player is given a fair chance to reply to the retreat which by rights would normally be known before the next orders were due, while saving time and speeding the game along.

More Postal Solutions

Like above, there are a number of vexing problems which had to be solved for the hobby to work efficiently. As a whole it doesn't but for each single game these solutions have proved to be 'tried and true', and some of these principles led to the reissuing of the Rulebook in the form which has become the hobby standard, the 1971 Rulebook. Below I will outline just a few of these standards, and some problems and their solutions.

GM vs. Rulebook. In the past there have been many cases of unreliable gamemasters and by and large, beyond common practice, the best and most fundamental test where Diplomacy is concerned is whether or not your GM plays by the rules. In any dispute between a GM with his houserules, and the Rulebook itself, the Rulebook should be the final word. In virtually no case should you play under a GM if his practices, or his stated Houserules violate the Rulebook or specifically state that the GM's rather than the Rulebooks word is the final one. The exceptions to this are rare and concern only two points that can be stated now: 1. Tournaments. In this case the size and complexity of such an undertaking will sometimes make it necessary to modify the rules for the sake of playability. Time restrictions may cause lower supply center limits to be set for wins, or similar measures. If you don't wish to be subject to these exceptions do not play in tournaments. Especially, be familiar with the Houserules the event will use before you start. 2. Standbies. The use of standbies may, in some of its implications, abrogate certain specific sections of the rulebook in order to preserve impartiality. In such cases tradition prevails as will be noted below. Other than these two circumstances, the only cases where the rulebook may be disregarded by the GM may have to be decided by the players involved or an independent Ombudsman approved by the players, dependent on the individual circumstances involved.

Standbies. In face-to-face (FTF) Diplomacy standbies are rarely used, usually only if a player must leave and an acceptable substitute is present.

In postal games though, the sheer amount of time which it takes to play through a game makes the use of a standby (s/b) almost absolutely necessary, rather than allow positions to sit in Civil Disorder for long periods, which could disrupt the balance of a game. There is much thought on how and when standbys should be used and I won't waste space discussing it. A player who wishes to standby may be asked to submit orders for a position when a player-of-record NMR's. If No-Moves are received from the standby as well then they are usually dropped from the s/b list. If they do submit orders and the player-of-record is removed from the game then the s/b becomes the player-of-record. The exact terms of this transaction, and the specific nature of the conditions under which a player may be dropped should be outlined clearly in the GM's Houserules. Commonly a player is dropped after two consecutive NMRs, often after three non-consecutive misses. Be sure to examine the HR's (Houserules) carefully to determine your rights as a player-of-record or standby. If the GM cannot answer specific questions regarding how he came to his decision when he wrote the HR's he may not be experienced enough to understand all the elements of a problem, should one develop. In this, as in all cases where you feel an improper ruling has been made contact the GM first to discuss it, then the other players, and finally if you still feel unfairly treated, some outside agency.

One of the few cases where the rulebook is disregarded by tradition is in the matter of a player who NMR's and who has retreats. Usually the units are disbanded, but a GM who makes use of s/b's may not cause the unit to be disbanded. The reasoning behind this is that in a FTF game losing the unit is a penalty to the player for having exceeded the time limit for writing orders, or for having done so on purpose for whatever reasons. In a postal game though, there is no reason for penalizing a new player who would take over as s/b in the case of a player who would be dropped. This reason as you can see is tied in with the process of using s/b's at all, and has also been very well discussed over the years. This point, of disbanding or not disbanding unordered units which are dislodged, is probably the only point in the rulebook which is still debateable and can be decided by each GM in good conscience without fear of accusation of having actually violated the rulebook. This is the one case where the GM has more authority than the rulebook itself; however, this is a singular case and you still consider the rulebook as final in all other points.

Coastal Crawl. The original (well, 1961) Rulebook contained a number of ambiguities which led to GM solutions of diverse and confusing nature, virtually all of which was corrected by the new Rulebook. One of these was coastal crawl, whereby fleets would consider a two-coasted province to be two spaces in some circumstances. The order F Mid-Spa(sc) and F Spa(nc)-Mid fails because the units

are attempting to exchange spaces, but in the past this was sometimes allowed. It is now illegal.

Alternate Convoy Routes. As rule XII, 4., states if more than one convoy route is ordered the order is not void on that account (but as a penalty, if any of the fleets involved is dislodged, even if there are other routes still open, the move fails). Many GM's used to disallow multiple routes. These routes are now legal; such a GM practice would be illegal.

Press

Many novices are confused when it comes to press, and subsequently miss out on one of the most enjoyable aspects of the game. Press is what players (and occasionally nonplayers) write to be published with their orders. This can range from a simple statement, to a deflation of your enemies, to a very involved fictional series of some kind. The purpose is up to the player. Take note that GMs may be within their rights to censor press they find to be in poor taste and many will disallow press which they see as a substitute to negotiation by a player.

Miscellaneous

This has been only a short list of the more common things involved in the mechanics of postal play, of which the novice or prospective new GM should be made aware of. Naturally, a treatment of each of these points could have made an article in itself, and justice was not done to them in this short space, but you may find this list of some help.

Let me close with a final word then on how to find a reliable GM. The best way is to find game opening lists, such as the one in DW, and write to a few of the names on it requesting a sample issue of their zine. Postage is always appreciated. In return you will receive a number of free issues from which you may select the one which most appeals to you. Examine the GM's houserules carefully before entering a game, and be sure you know your rights before you start because once the GM has your money you have no way to retaliate due to unfair treatment. The only effective act is to leave, or avoid such GM's to begin with. You may wish for me to go further on with this point, but it is better if you make such choices yourself. I have definite opinions about who is or is not reliable, and like all publishers I tend to write this in my zine, but I won't advise you on that here because your choices may not be the same as mine. You must make your own decisions. The choice can be hard when you consider how large and diverse the hobby has become but there are places where you can get help. Write to any well established GM, or zine, and usually if you need an answer the GM will be happy to give you one. In many ways he is your ghod, and the voice is the one you need to hear.

Conquest of the New World

LEW PULSIPHER

1. This game accomodates 2-5 players; England, Spain, France, Portugal, and Holland. There is nothing to prevent playing with six or more, but the board is rather small for that many, and it is difficult to justify historically--Holland is stretching things as is. Each player begins with two armies and two fleets in the Atlantic Ocean.

2. The game begins in 1500. Count 25 years per normal Diplomacy game-year, i.e. the first "year" is 1500, the second 1525, third 1550, etc.

3. New units are built in Atlantic Ocean. Armies without fleets do not drown (they're actually in their home country) nor is a fleet required to carry an army (form an army/fleet) if one is present.

4. Players receive supplies from off-board supply centers (the home country). This amounts to four centers worth in Winter 1500, three in Winter 1525, two in Winter 1550, and one in each Winter thereafter as long as the player owns at least one supply center on the board.

5. The Atlantic Ocean is not a normal space. Any number of units of any number of players may coexist there. Conflict never occurs there, though units leaving the Atlantic may be supported, whether by units in or outside of the Atlantic. An army may not be convoyed via the Atlantic.

6. Army/fleets (A/F) may be formed only in the Atlantic Ocean. An A/F may not move to a coastal space, but it may support an attack on or defense of a coastal move to a coastal space. The A/F has the strength of a single fleet--the army is just along for the ride.

An A/F may disembark its army, that is, unload it into an adjacent coastal space. The army is treated as though it had been convoyed to the new location, and if its move fails it remains with the A/F. The fleet component of an A/F may only stand when it attempts to disembark its army. If it is dislodged, the A/F stays together, and treat the army move as though it had moved via a disrupted convoy.

Multinational A/F are not allowed.

7. An army may not be convoyed until after it has occupied a land or island space. That is, the army component of an A/F may not be convoyed.

8. Cuba, Jamaica, Hispaniola, and Antilles are islands spaces. For most purposes the are treated as sea spaces. However, an army may wholly occupy an islands spaces. The army must be convoyed in order to move and cannot be ordered to give support. Hispaniola is the only islands space which is not a supply center.

9. There is no Panama Canal.

10. There are 30 land spaces (5 landlocked), 4 islands spaces, 12 sea spaces, one ocean space, 16 supply centers. A player wins when he owns nine centers on the board (even though, in a few cases, he may not yet have a majority of units).

#

A Note from the Variant Rules Editor about contributions.

DIPLOMACY WORLD is always looking for new variant designs for publication. Before you submit your variant, however, consider the following guidelines and decide whether your design will meet our standards.

1. In most cases variants which are currently in print will not be reprinted in DW. Don't publish a variant in your own zine and then expect it to appear in DW.

2. If the rules are not clear, how will anyone be able to play the game? Writing rules is difficult work; you cannot assume that the reader will be able to read your mind. The finest variant in the world would be of no use to DW readers if they couldn't understand the rules. Rewrite and re-write.

3. Play balance is a necessary requirement. Each player should have roughly equal chances of winning the game. Look for obvious corner positions, or less obvious stalemate lines, which may favor one player too much. Wide variations in starting strength almost invariably lead to poor play balance.

4. Because DW is not a magazine-size publication, it is impractical to print maps with very large numbers of spaces on them. We want to try to provide a map that can be used for face-to-face play with home-made pieces (the pieces provided with the boxed set are obviously too big.)

5. The game MUST BE PLAYABLE FACE-TO-FACE.

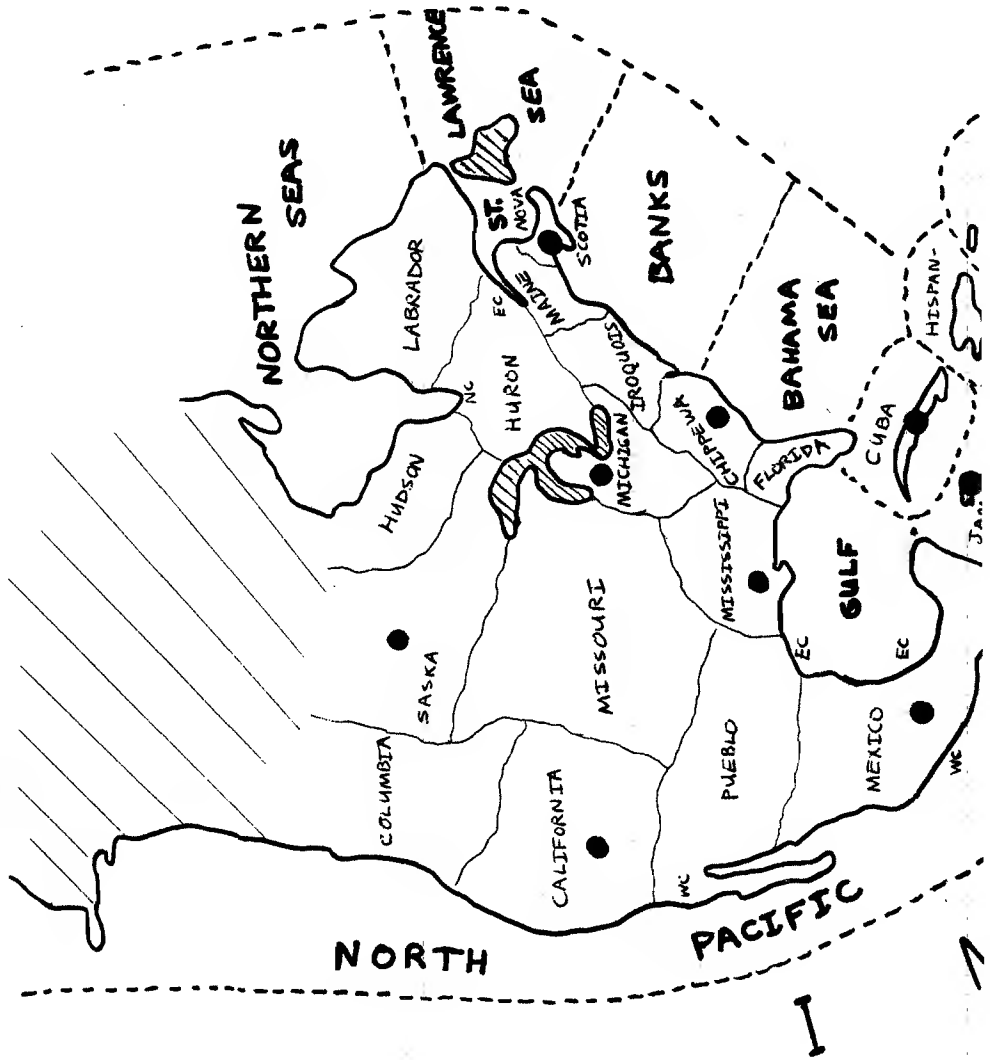
6. Though there are exceptions, if your variant is published in DW it should not be printed anywhere else while that issue of DW is still available as a back issue.

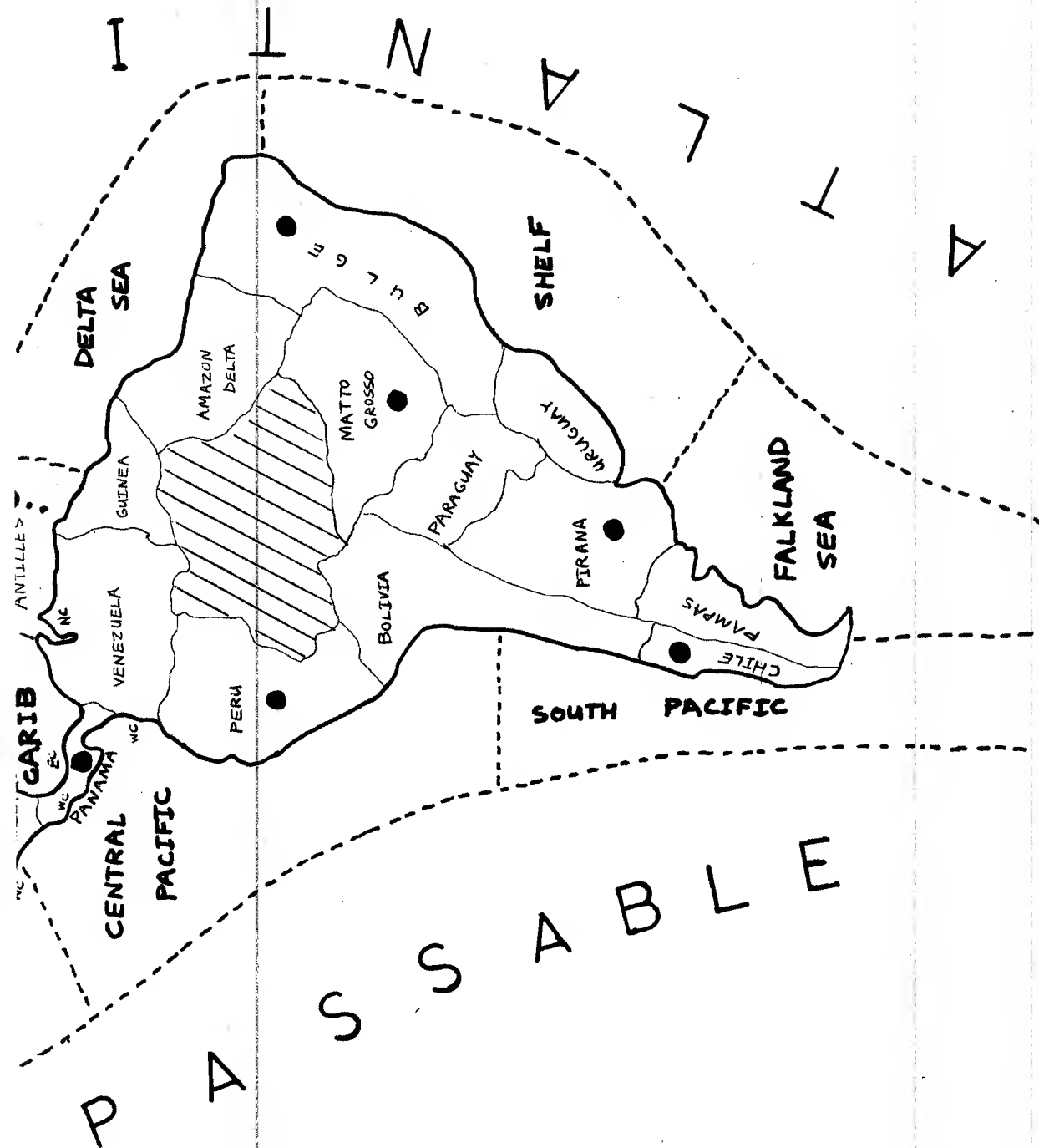
7. It is not necessary to be an experienced designer. Many of the variants which have appeared in DW were first designs. It is a rare design which does not benefit from suggestions of interested people, such as myself, before it is published.

-Lew Pulsipher

CONQUEST OF THE NEW WORLD

GAME AND MAP BY L. PULSIPHER X-31-79





Diplomacy World Variants Poll

DIPLOMACY WORLD VARIANTS POLL

LEW PULSIPHER

To help the Variants Editor learn what DW readers prefer to see in the Variants section of the magazine we are polling the readership. Please fill out a photocopy of the form, or write question numbers with answers on a sheet of paper, and send it to Jerry Jones.

As an incentive to reply, one respondent selected at random will receive a Fantasy and Science Fiction Variants Package.

All replies are strictly confidential, of course. Only the overall results will be printed. Please include your name and address, however, to prevent accidental duplication (yes, it does happen!). Anonymous replies will not be counted. There is no deadline as such owing to uncertainty about when this will be published; please reply as soon as conveniently possible.

1. Your age _____
2. Number of years you have played postal Diplomacy: less than 1 _____, 1-3 _____, 3-6 _____, more than 6 _____
3. Number of years you have played Diplomacy: less than 1 _____, 1-3 _____, 3-6 _____, more than 6 _____
- 4A. Have you played any variant postally? _____
- 4B. Face-to-face? _____
- 4C. Are you currently playing a variant postally? _____
5. Have you played any variant published in Diplomacy World? _____. Which one? _____
6. About how many issues of Diplomacy World do you possess? _____
7. About how many sets of variant rules do you possess: 0-5 _____, 6-10 _____, 11-25 _____, 26+ _____
8. List in order of preference (1,2,3) for the following general types of variants:
 - A. Standard board, rule changes _____
 - B. Standard rules, board changes (including new board) _____
 - C. Rule changes and board changes _____
9. What level of complexity do you prefer in variants? _____. (Use a 1 to 5 scale with standard Diplomacy rated at 1.)
10. Name your three favorite variants (no order of preference required), underlining if you have not played a game with a full compliment of players.

11. What variant have you played most? _____
12. Have you designed a variant? _____
If yes, have any of your variant designs been published? _____
13. Do you publish a Diplomacy zine? _____
If yes, have you published moves for a postal variant game? _____ Have you published rules/maps for a Diplomacy variant? _____
- 13B. Do you gamemaster postal Diplomacy game(s)? _____
- 13C. If yes, have you GMed a postal variant game? _____
14. Have you ever purchased a variant from a variant bank? _____
15. Check those publications which you possess (use a circle if you have read it but don't own it):
 - A. Diplomacy Games and Variants (L. Pulsipher) _____
 - B. Fantasy and Science Fiction Variants Package (L. Pulsipher) _____
 - C. Any issue of ARDA (R. Walker) _____
 - D. Gamers Guide to Diplomacy (R. Walker) _____
 - E. The Game of Diplomacy (R. Sharp) _____
16. Do you play hex wargames (AH, SPI, etc)? _____
17. Do you play role-playing games (Dungeons and Dragons, etc.)? _____
18. Do you play miniatures warfare games (Napoleonics, Ancients, etc.)? _____
19. Name and address: _____

Please add comments and suggestions for other questions.

* * * * *

((I have received Lew's new address so rather than mailing this questionnaire to me, mail it directly to Lew Pulsipher at 700 Morreene Road, Apt. C-11, Durham, NC 27705. --JHJ))

Some

Old-Time

Variants

LEW PULSIPHER

Having returned from my three year sojourn in Britain, I am now able to regain access to my store of back issues of my zines Blood and Iron and Supernova in order to offer some Diplomacy variants to those interested. All are mimeographed, except the dittoed 1776 maps. Naturally, since I chose to print them, I think these variants are decent to excellent. Unfortunately variants tend to become lost in the currents of time, through many deserve to be revived. All the variants described below are at least five years old, a good age for "resurrection".

ABERRATION IV by Rod Walker. 1 page map, 9 players. Spain and Sweden are added to the usual seven Great Powers on a much-revised map. Rules include armored units, combat factors, and some alterations of standard rules such as number of seasons per year.

ANGLO-SAXOMACY by L. Pulsipher. 1 page map, 6 or 7 players. Uses standard rules on a new board depicting the division of England into kingdoms in the early Middle Ages (say 700 AD).

CITIES IN FLIGHT by T. Galloway. 2 page map, variable number of players. Vaguely depicts the interstellar expansion and wars of the okie cities of James Blish's well-known novels.

HYBORIAN AGE DIPLOMACY 1 by Gary Cygax (and Lew

Pulsipher). 2 page map, 5 players. Dungeons and Dragons players may be interested to know that the D&D designer was once an active postal Diplomacy player and variants designer. This one is based on the Conan stories, adding such units as barbarians and knights.

INTERSTELLAR DIPLOMACY III by L. Pulsipher. 1 page map, 5 players. This is the most popular science fiction variant to date, though Europeans have taken to it more than Americans. It is quite complex and is not playable in a single F-T-F session. It has perfect play balance insofar as each player begins with an identical position.

LOGICAL DIPLOMACY II by L. Pulsipher. 1 page map, 5 players. Another variant using identical starting positions, but rules are standard.

1776 by Dick Vedder. 4 page map, 5 players.

A rather strange variant of the American Revolution. Players are Britian, America, France, Iroquois, and Creek indians. Several rule changes are required to make it all fit together.

WAR OF THE RING by L. Pulsipher. 6 page map, 4-7 players. This is the prototype version of the Tolkien variant printed in DW (Vol.3, No. 1). The DW rules are slightly improved but the map is the same; however, the mimeo prototype map is slightly larger than the standard Diplomacy board, far larger than the DW version. This is one of the best variants extant.

WORLDIPLOMACY by Enrico Manfredi. 3 page map, 6 players (USA, Russia, France, Britian, Japan, Central Powers). A variant with many fascinating rule change ideas, mostly to make Diplomacy less unrealistic. The first (and only?) variant to come out of Italy.

WORLD WAR IV by Steve Langs. 2 page map, 6 players. A global variant, set in a period long after The Bomb has spoken. World Warr III has broken the great powers and now lesser countries struggle, centuries later, for world domination.

These variants can be obtained from me at 700 Morreene Road, Apt. C-11, Durham, NC 27705 for 15¢ postage (per order, not per variant) plus:

10¢ -- Anglo-Saxomacy
20¢ each -- Logical II, Interstellar III, Aberration IV, Cities in Flight
30¢ each -- Worldiplomacy, Hyborian Age I, 1776
35¢ -- War of the Ring
Some of these are included in issues of Blood and Iron.

I also have many copies of the photo-offset printed Science Fiction and Fantasy Variants Package for \$2.50 postpaid.

The professionally published Diplomacy Games and Variants is now available in America for \$5 from Lou Zocchi, 01956 Pass Road, Gulfport, MS 30501 (reviewed in DW #21).

Roger Cooper points out that one of the major problems of face-to-face Diplomacy is gathering exactly seven players. A number of standard board, virtually standard rules variants for other than seven exist. Anarchy is the most well-known: home centers are assigned more or less at random, or selected simultaneously by the players. Another variant, Colonization, begins with all units coming into sea areas from off the board. (Rules for both are in Diplomacy Games and Variants.) Roger's solution is a version of Control of Neutrals rules, with "natural borders" as his unique addition. For a summary description of most CoFN versions see DG&V. Here is Roger's version.

-Lew Pulsipher

When You Don't Have Seven

DIPLOMACY FOR LESS THAN SEVEN

ROGER J. COOPER

1. Choose countries at random. Some will be left unplayed.
2. Players write orders for all unplayed countries (unless prohibited--see rule 3). The order used is selected randomly--unused orders are not read.
3. A player may not write orders for a country if any of his units are in violation of the country's "natural borders". (Positions in the preceding season are considered; moves of the current season do not affect the ability to write orders for neutrals.) The natural borders of a country are its home spaces, adjacent sea spaces, and its "natural neutrals" (but not seas adjacent to its "natural neutrals"). The natural neutrals are:
 AUSTRIA-Serbia, Greece, Albania
 ENGLAND-Norway
 FRANCE-Spain, Portugal, Belgium
 GERMANY-Belgium, Holland, Denmark
 ITALY-Tunis
 RUSSIA-Sweden, Rumania
 TURKEY-Bulgaria
4. Players must order retreats and builds for unplayed countries. Each of the five seasons are ordered separately. If an illegal build is given, make a random build or retreat.

(For two players try France and Russia vs. Germany and Austria, with the other three countries neutral.)

DIPLOMACY FOR EIGHT TO TEN

1. Each of the extra players is randomly assigned four of the twelve neutrals. Repick if any player gets three Balkan or three Scandinavian neutrals. These neutrals are treated as the player's home centers.
2. Any unplayed neutrals are treated as one center countries, each with one army. Their "natural borders" are all adjacent spaces.
3. The game starts with Winter 1900 builds in all home centers.

(Of course, this variant could be played with seven or fewer players.)

A major problem with face-to-face Diplomacy is time. When it is necessary to set a time limit to a game, players usually gang up on the larger countries as the limit approaches and everyone finishes about equal. Baseball and Erratic Diplomacy are partial solutions to this problem, but Roger Cooper has devised the ingenious system below to avoid the gang-up by creating uncertainty about just who is winning.

-Lew Pulsipher

VICTORY POINT DIPLOMACY

ROGER J. COOPER

Each player secretly picks a Victory Point (VP) card at the start of the game. Use a standard deck of playing cards, removing the 9,10,J,Q, and K. VP cards may not be revealed before the end of the game. Players agree to a "time" limit, whether by game year ("play til 190x") or by clock ("play til 9PM").

Ace (1) AGGRESSIVE. 5 VP/foreign home center held, minus 5 VP/own home center not held.

Deuce (2) CAPITALIST. 9 VP/capital held (Lon, Par, Ber, Rom, Vie, Con, StP or Mos but not both)

(3) CLASSICAL. 2 VP/supply center held

(4) ECLECTIC. 7 VP/country you hold any home center of

(5) NEUTRALIST. 5 VP/neutral center held, but score zero if you don't hold all of your own home centers

(6) PERSIAN. 12 VP/country you hold all home centers of

(7) RELATIVIST. 4 VP/ country you have more centers than, plus 2 VP/country you have the same number of centers as

(8) SUPREMACIST. 20 VP plus 4VP/center held minus 4 VP/center held by other player with the most centers.

The player with the most VPs when the time limit is reached is the winner. There can be no ganging up on the leader in the last year as one is never certain who is winning, yet the basic aims of the game are unchanged.

ALTERNATIVES

CONTEST

LEW PULSIPHER

One of the biggest problems of face-to-face (FTF) Diplomacy is the need for exactly seven players. The alternatives for less than seven given in the rules are less than satisfactory games, and suffer also because of combinations which appear artificial or arbitrary. What FTF players need is a set of variants using the standard board and standard rules but new set-ups for other than seven players. Anarchy in its various forms provides methods of accomplishing this, but it still suffers from artificial positions. We need variants based on historical or hypothetical historical situations (the "parallel worlds" of science fiction).

A few such games, known as Alternate World I through V, were published many years ago in now-defunct zines. If any of these are worth salvaging then they will be reprinted sometime in DW. Three more such games, Minidiplomacy I through III, will be published in The General. But this doesn't help DW readers.

Consequently, DW is running a variant design contest to gather a body of "Diplomacy Alternatives" variants for publication in DW. The contest is open to anyone, including people who have never before designed variants. Remember that several of the winners of our two earlier design competitions had no previous experience. If you are willing to playtest your design(s) and use care when devising and writing the rules you'll have as much chance of success as anyone.

The person who submits the best design or group of designs will be the winner and will receive a copy of the Science Fiction and Fantasy Variant package (contributed by L. Pulsipher). If necessary more than one winner will be named. All entries will be judged by the DW Variants Rules Editor. All suitable entries, whether winners or not, will be published in DW. No entries will be returned and all become property of the judge.

Variants must fulfill these criteria.

1) An introduction must describe the historical situation variant depicts. This may instead be a near-future or hypothetical scenario. An example of the latter might be a world in which Muhammed (the muslim prophet) died at an early age, or the Goths take the East Roman Empire rather than the West, or Alexander the Great lives to attack Rome and Carthage.

2) Standard Diplomacy rules must be used. Civil disorder units, even mutually supporting units, may be used.

3) The standard Diplomacy board must be used. A few changes may be made, for example adding an Egypt space between Syria and Tunis, adding or eliminating a supply center or two, or declaring certain spaces off limits. In the latter case it might be possible to devise 3-5 player variants using just part of the standard board. Some units (and centers) may be off the board, for example invading barbarians or Mongols. You will find historical atlases to be most helpful. Remember to state starting positions and units, and how to win, in the rules.

This contest will run six months to a year from publication of this announcement. The cutoff date will be announced in some future issue. Other Diplomacy zines are invited to reprint all or part of this announcement for the information of those who do not read Diplomacy World. The judge reserves the right to declare more than one winner, and to publish variants in DW, while the contest is in progress. Send entries to Lewis Pulsipher, 700 Morreene Road, Apt. C-11, Durham, NC 27705.

ABOUT THE COVER:

Some of you may have received the notice published on the cover of this issue in the mails. For those of you who didn't get a chance to see it, I thought it might be nice to publish it on the cover. Before you get your bags packed, I must inform you that it is a fake. An elaborate fake, but a fake nonetheless.

The idea of such a tournament caused quite a stir in the postal hobby. Some laughed, some were slightly annoyed, and some were completely outraged. Whatever your feelings are, the idea of such a tournament is intriguing.

Since I've been in the hobby fakes have become a way of life. Some are good and some are not, but none have been more "professional" than this one. What will you guys think of next?

Going Allan Calhamer One Better

OR SOME ADDITIONAL RULES AND LAWS OF DIPLOMACY

DAVE WHITE

Certainly, all of you have heard of Murphy's Laws, either all, or some parts of them. As a quick refresher, here they are:

1. If anything can go wrong, it will.
2. Nothing is ever as simple as it seems.
3. Everything takes longer than you expect.
4. If there is a possibility of several things going wrong, the one that will go wrong first will be the one that will do the most damage.
5. Left to themselves, things will go from bad to worse.
6. If you play with something long enough, you will surely break it.
7. If everything seems to be going well, you have obviously overlooked something.

With very little effort, I'm sure that everyone reading this can think of a situation in a game to which most, if not all of these could be applied.

In just a couple of paragraphs everything you could ever want to know about the additional rules and laws of Diplomacy is covered, right? Not so, Boardman breath! Here are a few of my own, specifically directed to Diplomacy and the wargaming hobby:

INVERSE LAW OF SUPPLY AND DEMAND: A country's success in a ftf game is inversely proportional to the number of pieces in the box.

FIRST LAW OF PBM: If all else fails, blame it on the Post Office.

FIRST LAW OF FTF: If all else fails, cheat.

WHITE'S LAWS ON PETS AND WARGAMES: (1) All pets will mess up a wargame if given the opportunity. (2) Pets will always eat or destroy the most important piece. (3) Pets will never mess up a game in which you are losing.

NMR LAW (allies): The probability of an ally NMRing is directly proportional to the amount of aid he has promised you.

NMR LAW (enemies): Enemies never NMR unless you don't attack them.

TRUSTWORTHINESS LAW: The trustworthiness of an opponent is inversely proportional to the actual amount of trust you have in him.

REPUTATION LAW: The quality of your reputation is inversely proportional to the length of time it took to acquire it.

PRESS LAWS: (1) If they take offense, claim it was misprinted. (2) If you write a good piece of press, use it often. (3) If someone else writes a good piece of press, steal it and claim it as your own.

PITTSBURGH STEELER LAW: Everybody is entitled to get lucky now and then.

HOUSTON OILER LAW: Everybody is entitled to get unlucky now and then.

HOBBY DICTUM: If Rod Walker and John Boardman agree on something, it must be true.

CONRAD VON METZKE LAW: Old pubbers never die, they just fold away.

RON KELLY LAW: The need for standby positions expands so as to fill the number of standby positions he has volunteered for.

DEADLINE LAW: No deadline is perfect; it's either too short or too long.

LAW OF NEGOTIATIONS: The amount of time available for negotiation is inversely proportional to the importance of the negotiations.

LAW OF ORPHANS: (1) No one will pick up your orphan until you have entered another game to replace it. (2) The probability of any game being orphaned is directly proportional to how you are doing in that game.

LAW OF PUBBING ERRORS: All errors in your position will be calculated to put you in the worst position; errors in somebody else's position will improve their position.

WHITE'S HOUSE RULES: (1) The GM is always right. (2) In cases where the GM is wrong, consult rule #1.

STABBING THEORY: Opponents are always prepared for your attacks.

THEORY OF BEING STABBED: They always catch you off your guard.

RUSSIAN PLAYER'S MOTTO: An apparent advantage is apparently not an advantage.

DISTRIBUTION LAW: You never have enough of the right kind of your units at the right place. Corollary: You never have enough of the right kind of units at the right place at the right time.

OBSERVATION BY A 3-CENTER TURKEY: The way my luck is going, I'll probably survive.

VICTORY CONDITION LAW: The ease in acquiring new centers is inversely proportional to the number of centers you already have.

ALLIANCE LAW: A strong ally is an ally; a weak ally is a victim.

* * *

((And may I add...

TYPING ERROR LAW: If there is a word that you continually mistype, it will be the word used most often in the article. -JHJ))

DIPLOMACY WORLD INDEX

part 2

ROD WALKER

This index covers all major (and most minor) materials in DIPLOMACY WORLDS 1 through 23, excluding very short letters, announcements and the like. All items are listed alphabetically by author.

There are four columns, as follows,

1. Type of article. This is indicated by a one-letter code. These codes are:

- a -- fannish articles
- d -- demo game & analysis
- f -- face-to-face Diplomacy
- g -- variant game
- g* -- variant game with map
- h -- humor
- l -- letter
- m -- miscellaneous
- n -- negotiations/grand strategy
- o -- organizations/hobby administration & projects
- p -- publishing & GMing

- r -- ratings
- s -- strategy/tactics
- t -- tournaments
- v -- variant material other than game rules/maps

2. Location of article. This will be shown as 00.00 where the first digits are the issue # and the second digits are the page number. After the page number, f indicates the page following; ff indicates two or more pages following.

The first 15 issues of DIPLOMACY WORLD had volume numbers. These have been reduced to issue numbers for ease of listing. The corresponding is as follows:

1	I.1	5	I.5	9	II.3	13	III.3
2	I.2	6	I.6	10	II.4	14	III.4
3	I.3	7	II.1	11	III.1	15	IV.1
4	I.4	8	II.2	12	III.2		

3. Author

4. Title, with notes on occasion.

s	14.14f	Gibson, Curtis
l	19.36f	"
p	4.19f	Gorham, Dan
h	17.16	Cross, John
s	14.5ff	Gruen, Adam
s	16.7ff	"
s	13.7ff	"
s	18.29ff	"
s	15.10ff	"
l	18.37	Guajardo, Arturo
f	12.4ff	Haas, Walter Luc
p	4.15	Hall, Steve
n	22.9ff	Harmon, Leland
n	23.14f	"
r	23.23	Hollingsworth, Doug
s	1.5ff	Hubbard, Tom
g*	12.18ff	JanPolczynski, M

Italy's P-V Opening
(variants)
So You Want to Be A Dippy Publisher!
Do Yours Stand Erect?
The Dancing Sword (England)
Germany Uber Alles
How to Win as Austria-Hungary
Italy: I Came, I Saw...
The Sleeper (France)
(art)
Diplomacy in Continental Europe
King Pimitrios and the Dropout
The Best Choice
A Plea for Parity
Calhamer Point Count Rating System
A Fight to the Finnish
Gibraltar Diplomacy II

m	23.32	Jones, Jerry	N.A. Zine and GM Poll Top Twenty
t	23.4	"	A Note on Tournaments
m	22.5	"	Origins '79 at a Glance
m	21.4	"	Postal Diplomacy is Dead!
h	11.28	Kasanof, Adam	Applications of Modern Technological Warfare to Face-To-Face Diplomacy
h	4.9	Klein, Dennis	Excuse No. 2
o	3.17	Klein, Joel	IDA Novice Package
n	8.11	Labelle, Burt	Won Diplomacy
h	1.15f	Lagerson, Dave	The Great Lagerson Diplomatic Excuse Contest
r	14.28ff	Lakofka, Len	Calhamer Point Count Rating List
o	11.30	"	Conventions
O	13.13ff	"	DipCon 1X--Origins 11
n	13.4f	"	Goals of the Opening Game
n	11.9ff	"	The Good Ally
n	12.17	"	The Good Ally--Revisited (as N Akofka)
o	14.4	"	IDA-NA, Progress Towards a Better Hobby
r	2.25ff	"	Rogues' Gallery
s	4.12ff	"	Terminal Shorthand / The Lepanto Opening /
			The Italian Wins
a	8.5f	"	The Wedding Goes On!
d	13.30ff	"	1976BG (S01-W03)
d	14.32ff	"	" (S04-W06)
d	15.24ff	"	" (S07-W09)
m	16.14ff	Leeder, John	Cross-Game Alliances (as "Leeder, Albert")
r	12.26f	"	ODD Mod
p	9.11f	"	Telephone Games
v	14.18f	"	Varinat Information (miscellaneous)
l	18.37	"	(organizations)
a	17.29f	Liesnard, Michel	News from the Classical Board (European fandom)
a	18.28	"	" " " " " " " "
g*	21.20	Lipscomb, John	Ancient Empires II
g	23.22	"	Ancient Empires II (corrections)
l	17.34	Lipton, Bob	(Berch article)
l	2.24	"	(the Illyrian Opening)
h	16.24	Loomis, Rick	Stabbing Is an Evil Thing
l	19.36	"	(game openings)
p	11.12	Pulsipher, Lew	Retreats
v	10.17f	"	SF&F Variant Package (review)
m	23.16f	"	Some Impressions of "The Game of Diplomacy"
r	1.19	"	The Success-Failure Rating System
g	3.12	"	Three-man Variants
g	14.24f	"	Twin Earths III
v	7.14ff	"	Variant Description (game reviews)
v	8.22f	"	" "
v	9.32	"	" "
v	10.22f	"	" "
v	11.17f	"	" "
v	13.22f	"	" "
v	21.22	"	Variant Maps
v	8.17f	"	A Variant Rating System
g	5.19f	"	Varinats of the Ghods
g*	11.18ff	"	War of the Ring
v	8.19f	"	What Is a Variant?
v	10.18f	"	What Is a Variant?: Addenda
g*	10.20f	"	1938
l	18.38	"	(variants)
l	19.37	"	(variants)
m	10.26ff	"	The Future of Postal Diplomacy (w/Buchanan, W. & Calhamer, A.)
g*	13.19ff	Rich, Scott	Conquest of the Land
g	9.29ff	"	Sword & Sorcery Diplomacy

l	15.35	Rosenberg, Scott	(IDA)
h	21.33f	"S"	The Joy of Diplomacy
g*	8.20ff	Sacks, Robert	Baltic Diplomacy
s	20.38	"	Some Thoughts on Italy & Austria
v	16.17ff	"*	Variant Information (*w/Heuer, R.)
v	17.18	"*	" "
v	18.23f	"*	" "
v	19.17	"	" "
v	20.27	"	" "
v	21.23	"	" "
v	8.16f	"	Variant Projects, Officers and Publications
h	18.32	"	Why News Items in DIPLOMACY WORLD are Numbered
v	18.11f	St. Andre, Ken	Designing Variants - Why?
v	16.12	"	Unsolicited Editorial
r	22.24ff	Sergeant, Robert & McLendon, Steve	DragonsTeeth Rating System
d	21.18f	Sharp, Richard	1978 (DipWorld Demo Game) (S01-W01)
n	16.24f	Smyth, Randolph	The Austrian Navy: A Viable Alternative
a	12.12	Stone, Bill	Pilgrimage (to the Archives)
h	1.16f	"Tallyrand"	A Diplomatic Affair
l	3.24	Thomas, James	(tournament seeding)
s	9.9	Torrey, John	The Pastiche Opening
l	23.33ff	Tretick, Buddy	(the "Oaklyn" Affair)
l	18.36f	Trtek, Dick	(Butcher letter)
h	16.5f	Ulanov, Nicholas	The Cult of Personalities
m	17.26f	Vagts, Arnold	Review (of Peery, L., S.T.P.D.)
l	18.35f	Vandercook, Ross	(postal Diplomacy)
l	19.35	"	" "
g*	14.19ff	Vedder, Dick	Diadochi V (w/Triumvirate & Iperator)
v	6.17	"	Variant Design Observations
m	5.22f	Verheiden, Eric	The Alternate Convoy Route (rules)
s	11.13	"	Breaking Stalemate Lines
p	19.16	"	The Guest G.M.: A Growing Trend
m	14.8f	"	Rewriting the Convoy Order
s	3.8ff	"	Tactics in Diplomacy--Stalemate Lines
d	7.32ff	"	1975A (S01-F02)
d	8.26ff	"	" (W02-F04)
d	9.18	"	" (W04-W06)
d	10.30ff	"	" (S07-W08)
d	11.32ff	"	" (S09-W12)
d	12.28ff	"	" (S13-W15)
d	21.17ff	" (GM)	1978IM (S01)
d	22.12ff	" (GM)	" (F01-S02)
d	23.18ff	" (GM)	" (F02-W03)
h	19.15f	von Metzke, Conrad	Allan B. Calhamer Is a Phallic Symbol
m	20.23ff	"	The Gamer's Guide to Diplomacy (review)
m	17.4	"	The High Horse (reader response)
m	18.4f	"	" " " (" ")
f	19.6	"	" " " (ftf play)
m	20.4f	"	" " " (DW content)
h	2.4f	"	I Confess!
m	18.8ff	"	The Novice Corner (finding a game)
n	19.4f	"	" " " (negotiations)
f	20.6ff	"	" " " (ftf vs. postal play)
m	15.5	"	Transition
v	15.18	"	Variant Information
m	19.17f	"	(untitled, on North American Variant Bank)
l	11.29	"	(humor)
m	1.8ff	Walker, Rod	The Alternate World Approach (press)
r	7.30f	"	Averaged Calhamer Point Count Rating List
h	12.13	"	Buddy As I Knew Him (B. Tretick)
h	3.4f	"	Bull, John! (or, Writing Veddy, Veddy English Press Releases)

h	10.34	"	Connie-Poo As I Knew Him (C. von Metzke)
t	20.19	"	DipCon XI
t	19.8f	"	The Diplomacy Tournament: A Shocking Proposal
m	16.4	"	The High Horse (general policy)
o	12.10	"	The King is Dead, Long Live the King
p	1.18	"	The Hobby and Its Organizations
r	5.6	"	Lor', 'Entry, 'Ere Come Those Bloody Numbers Agayne!
h	11.8	"	Norb As I knew Him (C. Reinsel)
h	7.26f	"	Peggy As I Knew Her (M. Gemignani)
r	9.24	"	Ratings Game
h	5.12f	"	Roll Your Leg Over Lucy
r	7.29f	"	The Standard Rating Base
r	5.7ff	"	Stars & Bars Rating System
r	9.22f	"	" " " " " "
g	10.20	"	Treaty Diplomacy
m	19.34	"	Trivia Quiz
p	21.5	"	Well, What About Guest Gamesmasters?
h	8.30	"	You Only Dtd Twice
h	9.10	"	" " " "
h	10.9	"	" " " "
h	11.11	"	" " " "
h	12.9	"	" " " "
d	3.18ff	"	1974CK (S01-W01)
d	4.24ff	"	" (S02-S03)
d	5.24ff	"	" (F03-W04)
d	6.24ff	"	" (S05-W07)
d	7.24ff	"	" (wrapup)
h	2.15	Warden, Greg	The Gruyere Opening
d	16.28ff	Watson, Tony	1977CL (S01-F02)
d	17.12ff	"	" (W02-W04)
d	18.16ff	"	" (S05-W07)
d	19.10ff	"	" (S08-W10)
d	20.12ff	"	Your Opponents' Plans
n	21.8f	White, Dave	How to Lie Diplomatically
l	18.35	"	(DW's goals)
a	4.29	D.W. Staff	Calhamer Awards
t	4.29	"	National Diplomacy Tournament (DipCon VII)
t	13.36	"	" " " " (DipCon IX)
m	23.34	various	The Best Country to Play Is... (w/Sergeant, Verheiden, Ditter, Kendter, McLendon)

BACK ISSUES

Now that you know where to find all of these articles, you need to know where you can get the copies of DIPLOMACY WORLD that contains the article you are looking for. Well, in some cases you'd better hurry. Issues 1-6, 12, and 20 are out of print and 7-11 and 13-19 are in limited supply. These can be obtained from Walter Buchanan, R.R. 3 Box 324, Lebanon, IN 46052 and they cost \$1.25 each. Issues 21-24 may be obtained from me, Jerry Jones, 1854 Wagner Street, Pasadena, CA 91107. The cost for these are \$1.25 for issues 21-23 and \$1.50 for issue 24.

In a previous issue Lew Pulsipher spoke on a computer being used in Diplomacy. Here is an article from a subscriber on how he uses a computer for Diplomacy.

Computerized Diplomacy

DAVID DYER

First the bad news for all of you dippy computer hobbyists: no, there is no way that this program can be run on your home computer.

The author of the program (Charles Ganson) was inspired to write it as a new solution to a perennial problem: How to get seven players together for long enough to play a game.

The computer acts as GM for a sort of "fast postal" Diplomacy game. At our persistent, we play at the rate of one year per week.

Monday	Spring
Wednesday	Fall
Friday	Winter

Tuesdays and Thursdays are available for negotiating, and also can help us catch up if we fall behind schedule, due to holidays or whatever.

The program also assists in strategic planning, by allowing test runs. For instance, Italy can set up a file containing moves for all seven players, feed it to the program, and verify that all the orders work exactly as expected. Simultaneously he is assured that his proposed moves are syntactically and logically correct.

We play at work, where the computer is. Negotiating takes place informally, during lunches, breaks and after hours. Since there are entire days between moves, it is very hard to know who is talking to whom. We also use a computerized message system to circulate announcements, accusations, threats, etc. to one another.

The moves themselves have to be placed on an

agree public area of the disk before each deadline. When all the moves finally are in, and the deadline approaches, the players all gather 'round a terminal, disclose the secret passwords that decode their moves and watch:

The first thing to happen is that the program reads and decodes all of the files containing the moves, and prints a running commentary for the spectators.

Moves for FRANCE
ENGLISH-CHANNEL CONVOYS BREST TO LONDON
BREST TO ENGLISH-CHANNEL TO LONDON
NORTH-SEA SUPPORTS BREST

...and so on. Frequently this phase is accompanied by shouts of glee, moans of anguish, or just shocked silence. When all the moves have been read, the program enters its conflict resolution phase, applying all of the usual rules. This is also printed for the spectators.

BREST TO LONDON
NORTH-SEA SUPPORTS BREST TO LONDON
LIVERPOOL SUPPORTS LONDON
DEFENSE HOLDS!

...and so on. When all the wreckage has been cleared, the program can automatically produce a new map, printed on a dot-matrix printer, with annotations such as who owns each supply center, the locations of all the fleets and armies and the net strength of each country.

Perhaps the greatest difference from FTF games is the lack of frantic racing against the clock. There is a lot of time for negotiations. Also, plenty of opportunities for secrecy, and for espionage.

This last item is probably unique to computer assisted Diplomacy. In a FTF game, it is hard to conceal who you are negotiating with, but fairly easy to conceal the substance of the negotiations. In postal games, both the identity of negotiators and the substance of negotiations can be concealed effectively, and there is little opportunity for espionage.

In our computer setup, there is lots of room for concealment, discovery, espionage, counter-espionage and the like. The informality of the process of negotiating encourages carelessness. Eavesdropping occurs. Map boards are carelessly left lying around, to be found by snooping adversaries. Or perhaps deliberately made to APPEAR to have been carelessly left around.

The use of the computer adds another dimension to the spy-counter-spy atmosphere. Sometimes old copies of test sets of moves are found. Are they real? or a deception?

The moves are usually encrypted (it's necessary!) - But even that is not enough. On one memorable occasion, when a particularly desperate Italy wanted to know Austria's plans, Italy wrote a special program to attempt to decode Austria's orders, using each word from an 80,000 word dictionary as a key. He got it, in about a minute.

Overall, it has been a lot of fun.

Zine Sample Service

A PROPOSAL

MARK BERCH

Receiving a sample of a zine is deceptively simple. The hobbyist (frequently a novice) writes the publisher for a sample, and the latter mails him one. Yet there are problems. He may not receive replies - see Russ Vandercook's letter in DW#18 on this exact problem. Such a non-response can be very disheartening, and he may not enter the hobby as a result. The publisher may have already folded. Perhaps he does not give out samples, doesn't want to increase his circulation, or is annoyed at the lack of an SASE. Or maybe the request was given a low priority and just forgotten about.

There are other problems. The novice must actually know of the publisher and his address. The process doesn't work too well for an unknown publisher. And it is expensive - 30¢ in postage.

An alternative is a Zine Sample Service. A publisher will take, say, 6 oz. of zines - usually 6-10 issues, maybe more if light paper is used. These are mailed to the Director of the ZSS for 53¢ (3rd class). A Hobbyist seeking samples will write to the Director, enclosing either 20¢ for 2 oz. or 40¢ for 4 ounces in stamps. This pricing information would always be included in the publicity announcements put out by the Director. He would then receive 2-3 zines (20¢) or 5-6 zines (40¢) sent third class. If the Directors stash were large enough, he could to a limited degree, accommodate requests. (e.g. for variant zines, or east coast zines, etc.) A slip of paper describing the novice package or other hobby services could also be enclosed. About every 2-3 months, he could publish a list of zines "on hand", to indicate what he "needs" - this could go into the Directors own zine. Also, a pubber could include with his supplies a postcard, to be mailed back by the Director when supplies of that zine are used up.

Note that this would supplant - not replace the present system. Pubbers would be perfectly free to ignore the ZSS, or (as I would do) use the ZSS in addition to the more usual mode.

There is finally the question of who will run this. Obviously, there is no value in having more than one of these services operating in North America. Usually when a brand new idea comes up, the person proposing it sets up the operation thus answering the question. However, I personally am not interested in running it. Since this would not entail a lot of work, I suspect that more than one person will want to do it. I suggest anyone interested in doing it (as well as those with further suggestions along this line) write me (497 Naylor Place, Alexandria, VA 22304) direct.

Mark's Mutterings

MARK BERCH

Jerry tells me that response to the winning essay in the Edi Birsan Stab Contest (DW#24) was very positive. I am pleased to hear this. Next issue will have the formal announcement of the 1980 contest, so you might start sharpening your pencils.

Richard Sharp's book, "The Game of Diplomacy", has finally arrived! Copies are available on a first come first served basis, for \$13.00 U.S. Over half have already been mailed. Copies of Len Lakofka's "Publisher's Handbook", mentioned last issue, are still available for \$2.50 (Mark Berch, 492 Naylor Place, Alexandria, VA 22304)

One correction to last issue. In the sentence bridging the columns of page 24, the "metagaming strategy" referred to is the strategy to beat the Rocamora, not the Berch system.

SGV Dippy?

I have toyed with the idea of getting together with some Diplomacy players in the LA area. Los Angeles has the highest percentage of subscribers to DIPLOMACY WORLD and it seems to me that there would be room in the San Gabriel Valley for a Diplomacy/Wargaming Club.

I need to get in contact with other players from this area and with someone who can help me on the details.

Also, while I'm at it, whenever you are in Southern California be sure to stop by or call. We are always happy to meet some of the faces behind the address labels.

-Jerry

Important

IF THE ADDRESS LABEL ON THIS ENVELOPE HAS AN ASTERICK (*) AFTER THE LAST ISSUE NUMBER IT MEANS THAT YOUR LAST SUBSCRIPTION PAYMENT WAS FOR \$4 AND NOT THE CURRENT \$5 RATE. YOU WILL RECEIVE 3 ISSUES INSTEAD OF FOUR OR YOU CAN MAKE UP THE DIFFERENCE.

Postal Tips

Just as the name implies, the most important aspect of Postal Diplomacy is the letters. Knowing how to write can prove to be a big plus. Also knowing what you want to say and how to say it never hurts. But when it comes to postal Diplomacy this may not always be enough. You want your letter to persuade your "ally" to side with you even though he may have another letter just like yours from your arch enemy. I am going to try and show you some of the things that you can do to help swing your ally over to your letter rather than that other vile person.

Neatness is a prime consideration. While it's better to be messy and write often than it is to be neat and hardly ever heard from, it never hurts to type your letters. One reason to type is that some of the handwriting out there in Dippyland is pretty tacky. Sometimes I get a letter from someone and I can't tell if he wants me to ally with him or if he was using the paper to get his pen to write. Another thought to keep in mind is that while some of us "old men" would never admit to being biased, there is a tendency to ally with an older person and if the handwriting is "youthful" in appearance you might lose an ally.

Here's an example of a letter to avoid writing like the plague:

Dear Steve,

I hope that your sloppy GM'ing ruined any chance that I might have had in your game 1978-A. Continued errors will cause me to resign from your zine.

While I got you, what would you say to supporting my Army in Picardy into Belgium in 1979-IR?

Thanks,

With a letter like that, about the only place that he'll support your army into is the North Sea. Both letters are fine, but separate them into different envelopes. It'll cost you 15¢ more but if you're like most players the extra 15¢ is a mere drop in the bucket. And it wouldn't be a bad idea to mail them on different days. Players try to keep personal feelings and game play apart but when you write a letter like the above you are making it virtually impossible for "Steve" to maintain an impartial feeling towards you. It may not guarantee that he will support your army, but you have given him help in keeping definite separation between game and personal feelings.

Should you write fancy letters? By that I mean letters that you write as if you were the Prime Minister of England, Tsar of Russia or whatever. There's nothing wrong with those types of letters, in fact they are fun to write as well as receive. But it is important to note here that some players hate to receive them. I know of one person who will not ally with anyone who gets "fancy" in his letters. The reasons are sometimes valid. They cannot understand it, it's gibberish, or whatever. One of the best players that I've ever been my fortune to play with (in terms of writing fancy letters) was Gary Stratton. His letters were fun to read and gave a real flair to the game. The big key to Gary's letters was that he included a short letter outlining what his fancy letter said. I always allied with Gary for no more of a reason than that I enjoyed getting his letters. So, you see, it works both ways.

What about the length of your letters? Short or long, it makes little difference as long as you state exactly what your plans are. One thing that always made me a little leary was a player who always wrote very short, concise letters and then all of a sudden I get this long letter with all kinds of ideas. I always wonder what it is that he is up to.

Should you include personal notes? That's a matter of preference. As a general statement, I would say you are ahead of the game if you can become personal friends with the players in your game. I would also suggest writing the personal letter on a different sheet of paper than your Dippy letter. No real reason. Some players keep all of their Dippy letters in folders so that they can quickly scan over all of the information currently at hand and he may get frustrated if he has to wade through three paragraphs of "how's your dog?",

Now for the absolute musts in any Diplomacy letter. Always include the Boardman number for the game at the top of the page. Also be sure to note the zine that the game is in, the date, which Power is writing the letter and to which Power is it directed. None of these items is more important than the other. Without these items your letter can at times be totally worthless. Very few players play in only one game and you take a chance that your letter is being applied to a game that you are not in, or worse if you and the other player are in two games together and he gets the games mixed up you could be asking him to attack you in one game or to ally with you in the other. I cannot begin to stress the importance of these five items.

Now for the biggest secret of a truly great Dippy letter...a return address. More than once I have written a letter to a player in response to his and the letter just sits on my desk just because I didn't have his address readily available. I know, I'm lazy but so are a lot of other people and every little bit extra can mean the difference between success and failure.

So you see that just writing isn't always enough. It takes so little effort to do these things and the effort comes back ten-fold.



Mail

Pouch

Dear Editor:

I can shed some additional light on Ben Zablocki's article. In the first game at DipCon XII, I was France to his Italy. After being eliminated, I hung around to the end. After the coin flip, the game was simply declared over and the participants figured out the proper numbers to write down. The moves were never written, so there was no opportunity for a stab. It seems to me that this sort of thing should be specifically forbidden.

-Larry Myers

((I am afraid that for the most part I must agree with you. When you take away the possibility for a stab then the game has no meaning. -JHJ))

Dear Editor:

I am writing to point out an error in the "stalemate line" discovered by Gregory Dicoivitsky and printed in the Mail Pouch section of issue 24 of DIPLOMACY WORLD. The position uses 15 units to control 17 centers, however, the units in Kie, Vie and Bul are insufficiently protected in the given position and would require three backup units to stabilize their position, thus requiring 18 units to hold the 17 centers. A method for holding these 17 centers with 17 units is as follows:

F Bar S F Nwy; F Nwy H; F Ska H; F Den S F Hel;
F Hel H; A Kie S A Ruh; A Mun S A Ruh; A Ruh H;
A Tyo H; A Boh S A Tyo; A Vie S A Tyo; A Bud H;
A Rum S A Bud; A Bul H; A Con S A Bul; F Aeg H;
F Eas S F Aeg.

Also, on page 16 of issue 23, reference is made to a book called Diplomacy Games and Variants. I would greatly appreciate your printing information on how this and other books can be obtained.

-Alan Whisman

Dear Editor,

You say you need material? Well, why don't you consider reprinting my article, "Know Your Foe", with modification done to make it more readable for a DW reader.

-Tom Swider

((This question rates in the top five of questions most often asked. DW attempts to always print new material. The only exception being at times we will reprint articles that are at least two years old. I realize that 90% of the articles written today are by publishers to "liven" up their zine, and rightfully so, but I hope that in the near future DW will gain enough respect throughout the hobby that people will want to write that outstanding article for DW. Don't forget, the best way to get advertising for your zine and its quality is to have one of your articles read by DW's 600+ readers. -JHJ))

Dear Editor,

I was for many years a Dippy player, as Rod or Conrad may remember. Cleaning out some old cases of papers, I found some old Diplomacy materials that might be of interest to some of your newer subscribers. I am offering these for sale. DIPLOMACY WORLD Vol#1-#17 \$1.50 each or all 17 for \$20.00.

IDA Diplomacy Handbook, 1973, 1974, 1975 - \$2.50 each
MOW Variant Package 1973 - \$2.50

An Introduction to the Strategy and Tactics of
Diplomacy PLUS Novice seminar program by Larry
Peery - \$10.00

All items - \$37.50

By the way, is Dippy by mail still as big as it was in 73-74-75? I kind of miss it - but the feuds and in-fighting just got to be too much.

-Steve Brooks
3729 W. Cholla
Phoenix, AZ 85029

((Good to hear from you Steve. I remember you from the hobby and I am glad to hear from you. As to the fightin' and feudin' - well, it's still here but seemingly to a lesser degree than you remember. And as for the hobby, well it is stronger than ever. -JHJ))

Dear Jerry,

I wish to make a plea to your senses to help endorse something that would benefit the hobby.

I have found out that there are many seriously interested in Dip, but the trouble is that the people that I know that are interested can't find enough people to play a full eight player game. Myself and others are fanatically delighted over the game.

"Why should DW take precious time and space to feature a variant?" Well, Machiavelli has many merits, and is not like any other variant published in DW. I am not like those out there that play a variant just once, and then shove it into the closet. Among the few variants I play, Machiavelli is on the top of my list.

...I hope that myself and all other MACH players can look up to DW and yourself for support on this ambitious project ((publishing Machiavelli articles)).

-Tom Swider

((Tom, In the first issue of DW that I published I had a questionnaire asking the subscribers what would they like to see in DW concerning games as Machiavelli in the pages of DW. The response was an overwhelming no. Until that changes, Machiavelli will have to take a back seat in DW but I will announce that anyone interested in playing MACH by mail may get in touch with you at 1183 Robinson Hill Rd., Endwell, NY 13760. -JHJ))

((I usually receive a packet each month from Avalon Hill with requests for gamemaster lists and rule questions. Sometimes when people are in a hurry they say things that are not quite what they mean. Below are some examples of this.))

"...I'm looking forward to winning Great Powers. Please send a list and other info to my brother. Two addressed envelopes are enclosed."

--Right off the top of my head I can mention the names of 50 people who would like to win with one of the Great Powers. Mine being one of them. It's not that easy.

"...would you please send me 20 gamemasters so I can play Diplomacy by mail. A SASE is enclosed."

-No matter how I folded them I couldn't fit them all in one envelope.

"...would you send me the names and addresses of gamemasters and potential players."

-Potential players? OK, if you'll send me the names of potential subscribers to DW.

This was added at the bottom of a rules question: "I hope you can send me a ruling on this. I'm sure once we know the correct way to play, Diplomacy will be an entertaining game."

-Believe me, even when you know the rules, sometimes Diplomacy still isn't entertaining.

Lastly, this letter got my goat.

"...I live in Pasadena, Calif. if that makes a difference."

-This was sent to Walter before he sent it to me and I doubt if I ever hear the end of it.

Oh well, I thought they were funny. Maybe you had to be there. -JHJ

Keeping In Touch

I doubt if there are three people reading this that don't subscribe to Avalon Hill's magazine, THE GENERAL, but to you three I have to mention the latest issue. The issue number is Volume 16 Number 6. Inside is the typical fine articles that Don Greenwood puts together with this month's theme topic being DUNE. But if you flip past that and turn to page 18 you will find an article by none other than DW's Variant Rules Editor, Lew Pulsipher. His article is on a variant game for Diplomacy and is entitled "1914 Diplomacy". If you failed to get this issue may I suggest that you subscribe to the GENERAL and ask for your subscription to begin with Volume 16 #6. One year subscriptions are \$9.00 and should be mailed to THE GENERAL, The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

I received a copy of THE PLAYBOY WINNER'S GUIDE TO BOARD GAMES by Jon Freeman just the other day and I had a chance to read his description of Diplomacy. He does a rather complete job especially since he tries to cover every Power comprehensively on two pages, which anyone who has ever tried to write a Diplomacy article will tell you is impossible. About the only portion of his text that I take exception to is his talk on postal Diplomacy. He states, "...with too long a time period for negotiations, everyone has a chance to talk to everyone else; doubters are swayed, minds are changed, and strategies are struck down before reaching maturity." The first three things are what make postal Diplomacy great, and I feel that the last statement is totally in error.

But I guess with such a small disagreement over issues I still can suggest that you might want to pick up a copy. It sells for \$2.50 and is available at most bookstores.

It's been a couple of months since I mentioned Avalon Hill's THE GAMER'S GUIDE TO DIPLOMACY. Written by Rod Walker this 36-page booklet covers the entire gambit of Diplomacy. There are sections on the seven Powers, the elements of the game, a sample game, postal Diplomacy, variants and Questions and Answers. For me the best thing of the booklet is a copy of the original map that Mr. Calhamer first designed. Available from Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214 at a price of \$3.00 plus 50¢ postage.

As mentioned earlier inside, Lee Kendter Sr. has the distinction of being the current Boardman Numbers Custodian. Of all the jobs in the hobby, Lee has one of the hardest. If and when you need to write to Lee it is important that you be very exact on your request. Be sure to include the game number, the zine, the GM and whatever else you can think of that will help Lee in locating your game. Lee's address is 4347 Benner Street, Philadelphia, PA 19135.

I am pleased to announce the addition of Suzie Taylor to the staff of DIPLOMACY WORLD. Suzie has picked up as the Art Editor after the loss of Liz Danforth. Losing someone like Liz can be a major loss but picking up someone like Suzie lessens the blow greatly. I hope that you all will support Suzie and check out her fine work on page 34.

It is so depressing to announce the folding of fine zines but when one of them decides to come back...it gives one new hope. Such is the case of St. George & The Dragon. SG&TD is a landmark in the postal hobby. Bob Sergeant puts out this super zine and can be reached at 3242 Lupine Drive, Indianapolis, IN 46224. The sub rate is 10 issues for \$4.50 and gamefees of \$3.00. Four stars!

A little over two years ago Lee Kendter began to publish a zine called Why Me? Everyone in the know figured that this would be a super zine with Lee publishing it. No one could predict just how good it turned out to be. A very basic zine which is based on quality. If you write to Lee at 4347 Benner Street, Philadelphia, PA 19135 you will never wonder Why Me? Sub rate is 10 issues for \$4.00 with a sample copy available for a 15¢ stamp.

Even a poor, little country boy from California can put out a good Diplomacy zine and that's exactly what Ron Brown does in Murdering Ministers. Ron has Diplomacy games and other wargames. I've met Ron quite a few times and each time he has impressed me with his high regard for quality and his zine is just another extension of this feeling. MM is a bargain at 12 issues for \$4.00. His address is 1528 El Sereno Place, Bakersfield, CA 93304.

The Fourth Annual North American Zine and Gamesmaster Poll is back again. Simply rate each zine you receive on a scale of 0 to 10, with 0 being the worst, and 10 being the best. Use whatever criteria you wish and none of your zines have to be 10s, nor do any of them have to be 0s. Do the same thing for the GMs that you play under. Be sure to list the GMs by name and not by zine.

Sign the ballot and indicate how you participate in the hobby. (Player, publisher, subscriber, etc.). All ballots must be in by June 30th. Watch these pages for the results of the poll. Send your ballots to John Leeder, 121 - 19th Ave., NE, Calgary, Alta, Canada, T2E 1N9

Got an orphan game that you'd like to finish? Are you a publisher that is folding and looking for a place to transfer his games too? Or are you a publisher that would like to pick up an orphan game? If the answer is yes to any of the above then may I direct you to three gentlemen who are trying to help you out. If you are the player then you should contact John Daly, Rt. 2, Box 136MS, Rockwell, NC. If you are folding your zine you should contact Dick Martin, 26 Orchard Way N., Rockville, MD 20854. And if you are looking to pick up an orphaned game, get in touch with Jack Brawner, 2745 - 56th Ave. S., St. Petersburg, FL 33712

Are you interested in playing in a DEMO game in DW, but are more inclined to play variants? Well then I just may have what you are looking for. Rod Walker, c/o "alcala", 1273 Crest Dr., Encinitas, CA 92024 is willing to GM such a game for the pages of DW. Rod says that it will be a Middle-Earth game and wants to hear from anyone that would

be interested. Might be fun!

For a complete listing of the variants that are available from the Variant Banks of North America you should get your name and address off to Rod Walker (1273 Crest Dr., Encinitas, CA 92024). The publication that Rod puts out listing the games is known as ARDA and the cost of it is 5¢ per page plus postage and envelope. ARDA is a complete listing with up-dates and has a few game descriptions in each issue. A variant enthusiasts must.

One of the finest Wargaming magazines that I receive is FIRE & MOVEMENT and they have branched out into the world of fantasy with their new magazine GRYPHON. I have not seen the magazine but all of the advanced information sounds good. For all of you fantasy nuts this seems to be a must. The magazine will be published quarterly with a projected cover price of \$2.50 with a yearly subscription rate of \$9.00. Contact Baron Publishing Company, P.O. Box 820, La Puente, CA 91747.

For those of you who would like a complete listing of the currently available Diplomacy 'zines have I got a place for you to get one. All you need to do is to ask Michael Mills, 3457 Makyes Rd., Nedrow, NY 13120 for one. Also you need to include 75¢.



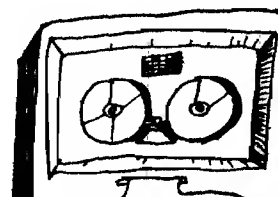
GAMESMASTERS PUBLISHERS ASSOCIATION

20 ALMONT ST. NASHUA, N.H. 03060

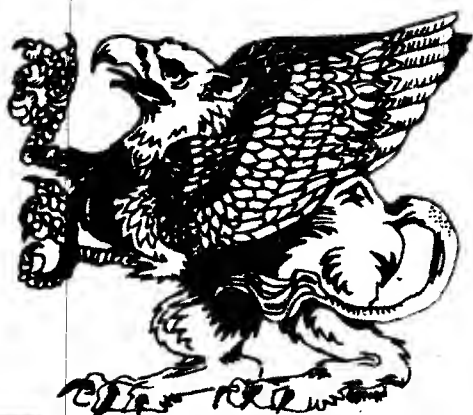
DIPLOMACY PLAYERS...TAKE NOTE

Right now you can participate in your favorite postal passtime by signing up for GPA Computer Ajudicated Diplomacy games! Each turn your orders are handled by our computer which will send you accurate results of each turn plus up to a page of press, news, and announcements by printing out your own copy of the zine KAISSA. This process is overseen by a Professional Gamesmaster with nearly 4 years experience, who guarantees that at any time after the game begins if GPA is responsible for a delay of that game, each player in it will receive a refund and may continue the game absolutely FREE! We must not cause you the worry other GM's have by creating inordinate delays or you get your money back! No excuses! To sign up send \$12.00 and a preference list for each game of Diplomacy you wish to enter plus \$1.00 if you don't have a copy of our Houserules. If you want to be a Standby, you can sign up for only \$6.00, minus 50¢ per year finished when you take over a position!

ONLY A LIMITED NUMBER OF GAMES WILL BE OPENED SO SIGN UP NOW!



*****NOW YOU
CAN PLAY IN
A PROFESSIONALLY
RUN GAME OF
COMPUTER
AJUDICATED
DIPLOMACY
FOR ONLY
12.00 DOLLARS
SIGN UP TODAY
WHILE THERE
ARE STILL
OPENINGS*****



GRYPHON

THE FORUM OF FANTASY &
SCIENCE FICTION GAMING

Are you aware of the many new Science Fiction and Fantasy Game titles now on the market? Do you have trouble keeping up with all these new Fantasy or Science Fiction Games? Have you recently purchased a new game and were disappointed in it, wishing that you could have had a better idea of how it played before you spent your hard-earned money? Wouldn't it have been great if there was a magazine like F&M which provided reviews of Science Fiction and Fantasy Games, providing more information and guiding you in finding the game you really want to buy? While we're imagining, wouldn't it be great if that magazine also provided intelligent articles on how to better play Science Fiction and Fantasy Role Playing and Board Games?

Well, that magazine is coming! Titled GRYPHON, this new Science Fiction and Fantasy magazine will be brought to you by the same company which produces FIRE & MOVEMENT, the award-winning "consumer's guide" of Board Wargaming.

If your hobby includes Science Fiction and Fantasy Gaming, this is one magazine you won't want to miss. GRYPHON will be released in the summer of 1980, and you can now reserve a sample copy, or place a trial subscription for GRYPHON. In the United States, sample copies are \$2.50 each, and a four-issue trial subscription is \$9.00. Available from:

BARON PUBLISHING COMPANY
P.O. Box 820F
La Puente, California
91747

Conventions

JUNE 20-21-22

STRATACON ONE, Vancouver, B.C.
Allan J. Wotherspoon, 326 Greensboro Place,
Vancouver, B.C. Canada V5X 4M4

JUNE 27-28-29

ORIGINS VI, Widener, PA
Origins '80, P.O. Box 139, Middletown, NJ 07748
Diplomacy Tournament run by Robert Sacks & John Boardman

JULY 4-5-6

NANCON 88-III, Houston, TX
Nan's Toys, 1385 Galleria Mall, 5015 Westheimer,
Houston, TX 77056

JULY 4-5-6

EMPIRICON 11/Conspiracy, New York, NY
P.O. Box 682, Church Street Station, New York,
NY 10008
Diplomacy Tournament

JULY 11-12-13

GLASC V, Los Angeles, CA
L. Daniel, 7048 Keokuk Ave., Canoga Park, CA 91306
Diplomacy Tournament

AUGUST 1-2-3

CNA CON '80
Tony Adams, 3605 Bobolink, Rolling Meadows, IL
60008

AUGUST 2-3

BANGOR AREA CON, Orono, ME
Ed Stevens, 13 South St., Rockland, ME 04841

((I've noted the Diplomacy tournaments when known.
For further information contact the person listed
under each convention.))

Players Wanted

FACE-TO-FACE players in the Orange County, CA area are invited to attend the Orange Coast College Games Club, which meets every Saturday from 10 am to 6 pm. For more information contact Scott Marley, 12682 Swidler Place, Santa Ana, CA or phone (714) 997-1452 before 10 pm PST.

Need A Game

Just for a change of pace, instead of the normal Need A Game listing I am going to list some of the names of some of the fine zines that trade with DIPLOMACY WORLD. So these zines may or may not have game openings but all are worthy of a sample request. (In no particular order.)

TER-RAN Steve Heinowski, 1630 W. 28th St., Lorain, OH 44052
THE DRAGON & THE LAMB Steve McLendon, Box 57066, Webster, TX 77598
EGGNOG Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130
FOL SI FIE Randolph Smyth, 275-3rd St. S.E., Medicine Hat, Alberta, Canada T1A 0G4
MURD'RING MINISTERS Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304
WHY ME? Lee Kendter Sr., 4347 Benner Street, Philadelphia, CA 19135
CLAW & FANG Don Horton, 16 Jordan Ct., Sacramento, CA 95826
LIBERTERREAN Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022
TORONTO TELEGRAM Bill LaFosse, 126 Bay Street, Apt. 24, Trenton, Ontario, Canada K8V 1H8
VOLKERWANDERUNG K. Arnett, 1500 Waterway Circle, Chesapeake, VA 25520
RURITANIA Tony Watson, 1481 S. Palm #207, Las Vegas, NV 89104
THE BRUTUS BULLETIN John Michalski, Rt. 10 Box 526Q, Moore, OK 73165
CHEESECAKE Andy Lischett, 3025 N. Davlin Ct., Chicago, IL 60618
PASSCHENDAELE Francois Cuerrier, 160 Chappel St., Apt 2210, Ottawa, Ontario, Canada K1N 8P5
WESTERN STAR DIPPY Jim Benes, 417 S. Stough Street, Hinsdale, IL 60521
BOAST Herb Barents, 1142 S. 96th Avenue, Zeeland, MI 49464
THE DOGS OF WAR Jack Brawner, 2745 - 58th Ave. S #260, St. Petersburg, FL 33712
ST. GEORGE AND THE DRAGON Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224
LDNS JH Jones, 1854 Wagner Street, Pasadena, CA 91107 (not recommended)
Not a Game Zine but worthy of a plug:
DIPLOMACY DIGEST Mark Berch, 492 Naylor Place, Alexandria, VA 22304

Crescendo of Doom

From the Nazi invasion of Poland, through the heroic defense of tiny Finland against the Russian behemoth, the blitzkrieg conquests of Norway and the Low Countries, the Battle of France, and the seizure of Greece the player is struck by the despair of men and nations alike as seen by the soldiers who vainly sacrificed their lives against a more powerful aggressor. This is **CRESCENDO OF DOOM**... a gripping game of tactical combat set against the seemingly invincible juggernauts of war-torn Europe. Setting the scene for the colossal struggle of the titans which will follow, **CRESCENDO OF DOOM** is, nonetheless, far more than a simple prelude to Barbarossa. While further refining the innovations brought forth in its highly successful predecessors **SQUAD LEADER** and **CROSS OF IRON**, **CRESCENDO** breaks yet even more ground in the realm of realistic tactical combat without disturbing the underlying basic simplicity of a universally acclaimed game system. **CRESCENDO** is a welcome extension for the **SQUAD LEADER** enthusiast even before he contemplates a single new counter.

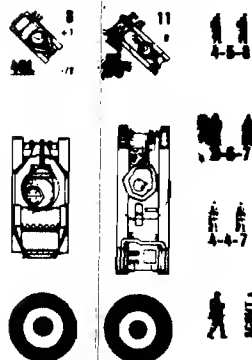
But **CRESCENDO OF DOOM** offers far more than that. Complete armor, ordnance, and infantry units are provided for Poland, Belgium, Finland, and a host of other minor neutrals including Elite, Line, and Reservist formations for all nationalities. In graphic detail far superior to any narrative account, you will see for yourself how the outnumbered German panzers defeated the superior armor of the French tanks. Experience personally the French frustrations brought on by radioless AFVs and one man turrets. There are no Panthers or T-34s... here it is the Mk III vs. the Char B, Somua, or Matilda.

And **CRESCENDO** need not end in 1942 with our 32nd scenario. The entire British Order of Battle is presented for the whole of WWII enabling fans of the Western Desert, Italian, or Normandy campaigns to design their own scenarios for those periods. **CRESCENDO OF DOOM** is more than just a game. When combined with **SQUAD LEADER** and **CROSS OF IRON**, it provides the ultimate in a tactical gaming system which can be used to portray any company or battalion level action. Be forewarned! **CRESCENDO** is not an easy game. Do not attempt it unless you have first mastered **SQUAD LEADER** and **CROSS OF IRON**.

In each game you get:

- 520 double-printed 1/2" die-cut counters representing the men and weapons that comprised the combatants of the Western Front, 1939-1942.
- 804 double-printed 5/8" die-cut counters representing the complete vehicular and ordnance Order of Battle for the British, French, Polish, and Belgian Armies.

- Two additional 8" x 22" geomorphic mapboard sections increasing the possible terrain configurations and adding several new terrain types.
- Comprehensive, illustrated 36 page Programmed Instruction rule book.
- Illustrated scenario cards for situations 21-32.
- Two expanded Quick Reference Data Cards.



New features include:

Obstacle Bypass Movement
Advanced Bombardment Rules
Complete Weather Rules
Advanced Berserk Rules
Wagons & Sleighs
Ski Units
Motorcycles & Bicycles
Bridges & Demolition
Assault Boats

Fighters
Gliders
Trenches
Scouts
Booby Traps
AT Mines
Field Promotions
Interrogation
HE Critical Hits

Ghurkas
Partial Armor Penetration
Rivers, Orchards, Mudflats
Wounded Leaders
... and much, much more



COPYRIGHT 1979
THE AVALON HILL GAME COMPANY
BALTIMORE, MARYLAND
Printed in U.S.A.

"CRESCENDO OF DOOM" is Avalon Hill's trademark name for its World War II tactical combat gameette expanding on the original "SQUAD LEADER" game system.

Ownership of "SQUAD LEADER" and "CROSS OF IRON" is necessary to play this game.